FREE!
WITH CU AMIGA

PART ONE • NOVEMBER 1991

GRAPHICS P12

AMIGA Guide

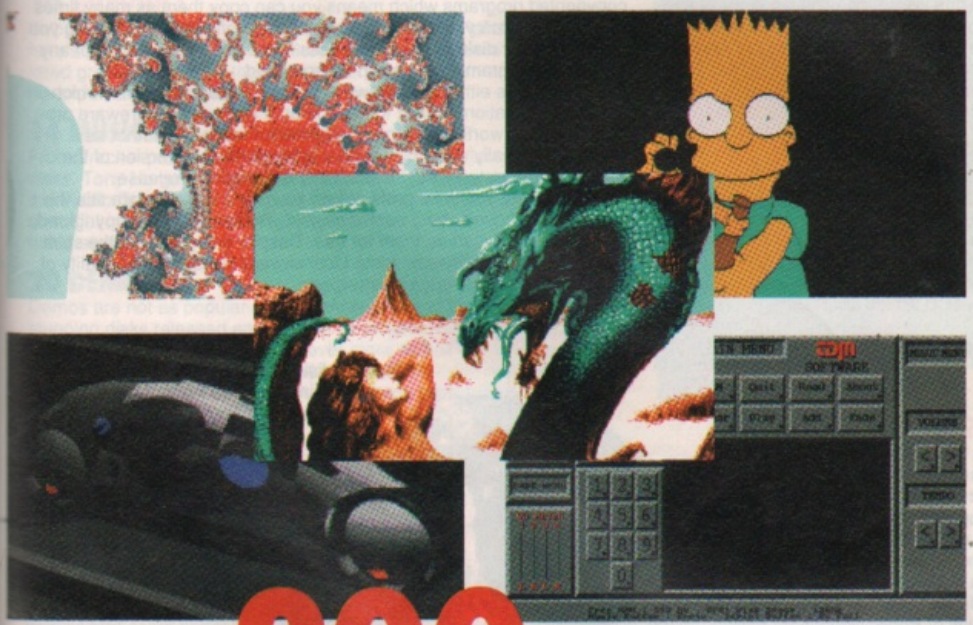
THE COMPLETE GUIDE TO THE AMIGA

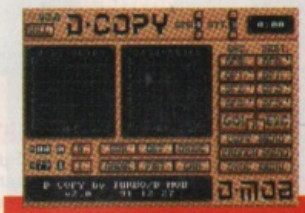
PD SPECIAL

SAVE POUNDS WITH OUR PD SOFTWARE GUIDE

MUSIC P14

DEMOS P20





UTILITIES P22

ANIMATION P26

OVER 200 PROGRAMS REVIEWED AND RATED

NUMBER ONE **FREE!** EXCLUSIVE TO CU AMIGA MAGAZINE! PART ONE OF THE MOST COMPREHENSIVE GUIDE TO THE AMIGA EVER PUBLISHED.

WHAT IS PD?

What's this? A free magazine? And it claims it's going to save me a fortune on software? Yes, that's right. So for more information, read on...

WELCOME to the very first Amiga Guide, free with the November issue of CU Amiga. Over the coming months, the Amiga Guide will cover every aspect of the Amiga, from programming, graphics and music to animation, video, desktop publishing and games. Each free magazine will cover a distinct topic, building up into one of the most complete guides to the Amiga ever published. Next month we'll be taking a look at the many different types of game genres and making our own personal selection from each category. The following month we'll be publishing a huge Amiga Beginners manual which will teach you everything you need to know about Commodore's amazing family of machines.

I sincerely hope you enjoy these guides, brought to you at no extra cost. If you have any comments or suggestions for future guides, please don't hesitate to drop me a line at the usual CU Amiga address.

Dan Slingsby, Editor.

WHAT IS PD?

The Public Domain offers a wealth of free software for your Amiga – often as good as, if not better than, a lot of full-price commercial programs. For the price of a disk and a little money to cover such things as postage and packing, you can take your pick from a stack of great games, utilities, demos, animation and applications.

The origins of Public Domain go back to the early days of computing when groups of enthusiasts would get together and create original programs of their own. These they would distribute freely between their friends to garner recognition for their coding skills. Nowadays, the PD scene has grown into a thriving industry with countless PD libraries serving an ever-growing number of enthusiasts. Standards are rising all the time.

This special first edition of the Amiga Guide is here to help make your purchasing decisions that much easier as we individually rate all the best releases as well as providing comprehenisve ordering information.

THREE-IN-ONE

Just to make things a little confusing, there are three types of PD software. These are: Public Domain disks; Shareware; and Licenseware.

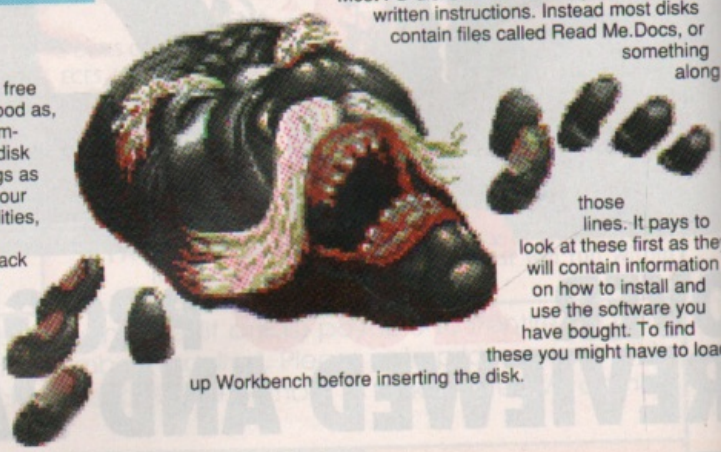
Public Domain disks are the most common. These are generally non-copyrighted programs which means you can copy them as many times as you like. Often you'll find messages in the software encouraging you to do so. Many disks also carry notices forbidding the alteration of any part of the program. This should be honoured.

Shareware is either a cut-down version of a program or one which requires a donation be sent to the author. If you use a Shareware program a lot, it's worth sending the registration fee to the author as he/she will usually supply you with a more up-to-date version of the software with features not included in the Shareware release.

Licenseware exists for profit. When you buy a Licenseware title the author gets a royalty from each disk sold. These disks are copyrighted, so you cannot distribute them for free. Despite going against the spirit of public domain software, some Licenseware disks rival the quality of their commercial full-price counterparts.

WHAT'S UP DOC

Most PD disks come without packaging or written instructions. Instead most disks contain files called Read Me.Docs, or something along those lines. It pays to look at these first as they will contain information on how to install and use the software you have bought. To find these you might have to load up Workbench before inserting the disk.



VIRUS

Many PD disks are compiled overseas and because of the the number of machines the disks pass through, you can't guarantee that they'll be virus free. So if you're going to invest in PD software the first title you should buy is a virus killer (for more information, see PD Utilities on

contents

There's a wealth of free games available on the PD network at a fraction of the cost of commercial games.

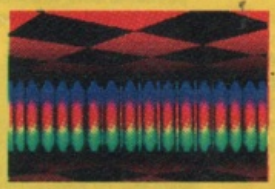
4 TOP 100 PD GAMES
For less than £2, there's a huge variety of Amiga PD games to choose from. Some even rival the quality of full-price games. Mark Patterson is your guide as he takes you through his own personal Top 100.

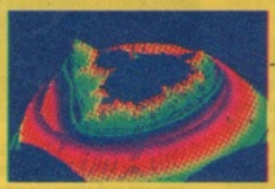
10 GRAPHICS
If you can't afford a copy of Electronic Arts' *Deluxe Paint 4.1*, then here's the next best thing. Mat Broomfield reviews some of the top-rated graphic packages that exist in the public domain and gives you his expert analysis of each program's worth.

14 MUSIC
From Tracker programs through to the latest rave-influenced music disks, Tony Horgan offers a comprehensive round-up of the best that the Public Domain has to offer. If you;ve always wanted to make beautiful music with your Amiga, Tony shows you how to do so on the cheap.

20 DEMOS
Demos are not as popular as they once were, but there's still some stunning disks released each month as programmers from all over the world strut their funky stuff in ever more wonderful and weirder ways. From bob routines and vector animations to full-scale audio-visual assaults, Mark Patterson reviews some personal favourites.

22 TOP UTILITIES
Mat Broomfield takes a stroll through his vast PD collection to bring you the definitive selection of PD utilities. From business applications to disk copiers, there's something for everyone here.





The Gameboy comes to the Amiga.

26 ANIMATION
Eric Schwartz and Tobias Richter might be household names in the PD world, but there are many other animators who are just as good. Amiga Guide takes a look at some of the best new animators to appear on the scene in recent times.

29 WEIRD PD
As the title suggests, here you'll find all manner of weird and wonderful programs such as a Gameboy simulator, fish that swim across your screen and a version of EtchaSketch. You have been warned.

30 BUYER'S GUIDE
After that little lot, you're probably wondering where and how to order most of the stuff we've covered. Here is the definitive list of PD libraries as well as an ordering coupon.

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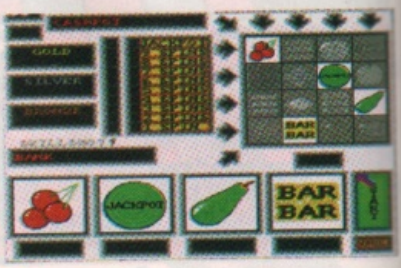
TOP 100 PD

If it's games you're after, then you've come to the right place. Over the next six pages we'll be taking a look at the best that the Public Domain has to offer.



Amos Fruit Machine

1. ENSIGNIA MAYHEM
This is yet another PD version of *Oids*. As in the original game, you pilot a ship through a series of narrow caverns, only this time you're in search of escaped convicts. All the time you come under a constant barrage of missiles and lasers.
76% PD Soft 2455

2. INTRUDER
Remember the age-old coin-op *Beserk*? Well, this is a faithful conversion. The object is simply to escape from a series of rooms filled with robots. Hang around too long and the indestructible evil Otto comes after you. Not much to look at, but it plays every bit as well as the coin-op original.
85% PD Soft 2483

3. BATTLE CARS 2
Get behind the wheel of a heavily-armed car as you race around five different tracks shooting at other human players or computer vehicles. This is the sequel to the good, but uncontrollable *Battle Cars*. It's a lot easier to play, and good fun in two-player mode.
80% NBS CLG09

4. ARAZMAX
The object of this game is dead simple, all you have to do is destroy a series of multiplying blobs. It may sound dull, but it's very playable, although not as good as *Microbes*, on which it's based.
79% 17-bit 1977

5. BLITZ
Although very simple, *Blitz* is remarkably addictive. Basically it's a reworked version of the ancient game *Bomber*. You pilot a plane over a city, and as it gets lower you have to destroy all the buildings to create a landing strip, only in this version you get different weapons such as lasers and missiles.
91% Crazy Joe Disk: Blitz

6. FLAG CATCHER
The main screen of this game consists of a number of tiles, under which lie hazards such as bombs or a flag. The aim is, quite simply, to find the flag within a set time by turning over as few tiles as possible. Help is given by pointer arrows which are revealed each time a tile is turned. Addictive at first, but it pales a little after a few goes.
60% Strictly PD G370

7. THINK TWICE
This game is based on the yonks-old Mastermind board game (remember, the one that had the coloured pegs and nothing to do with the TV series?). It involves a mixture of strategy and guess work as you attempt to work out what combination of coloured pegs your opponent has.
79% Battle Axe PD 926

8. E-TYPE
Not only is *E-Type* fast, it's also a contender for best PD game ever. It's like a cross between *Asteroids* and *Project X*. Your ship is controlled by rotating it left and right and thrusting forward with its rockets. There are loads of special weapons and some huge aliens to best. Very addictive and varied, a must for your PD collection.
94% Battle Axe PD 947

9. GALAGA '92
This is a very traditional shoot 'em up, with lots of classic features. There are multitudes of aliens, attack formations and large end of level bosses. It's very colourful, varied and extremely challenging, if not wholly original.
80% Ground Zero G117

10. ESCAPE FROM THARKAN
Although the title suggests an RPG, *Escape From Tharkan* is actually a *Breakout* clone. While much of the game is spent bouncing projectiles off walls, clicking the right mouse button transforms your bat into a space craft which blasts up the screen. A good variation on an old theme.
79% Virus Free PD 2403

11. OPERATION LEMMING
This is what you get when you cross *Operation Wolf* with *Lemmings*. Basically, the Lemmings parachute, climb, crawl and stagger onto the screen, and all you have to do is place a gun sight over them then let rip with a volley of bullets. Fun, and part of the price goes to charity.
73% 17-Bit

12. LEMMINGOIDS
This is the second PD game featuring those irrepressible Lemmings. This one's based on *Asteroids*, with your ship being replaced with an umbrella and the rocks with Lemmings. Loads of excellent sampled sounds and a two player mode make this great fun.
90% 17-Bit

13. WILLIE'S WATER WORKS
If you've played *Pipemania* you'll know all about his game. It involves laying down pieces of pipe, which appear in a random order, in an attempt to build a pipeline. It's very simple, and a little like *Tetris* in parts. Maddeningly addictive.
89% NBS L511

14. WILBERT'S WINTER WONDERLAND
Wilf, the star of PD game *Son Of Wilf*, is back in this festive platform romp. He's armed with crackers which have to be pulled apart to make them explode, the debris of which comes crashing down on Wilf's enemies. Fun and challenging.
86% Deja Vu PD

15. RAID III
Raid is a simple little shoot 'em up. Take your helicopter, pilot it through a jungle blowing away enemy tanks and soldiers, then get back

GAMES

to base in time for tea and biscuits. No power-ups, no gobsmacking features, but plenty of action.
80% NBS G281

16. TETREN

Yes!!! At last a decent PD *Tetris* game – with a two-player mode. While *Tetren* is a little slow at times, the two player mode makes it great fun, and there are loads of extra features later on, such as blocks which disappear and strange shapes forming in your *Tetren* wall.
88% 17-Bit

17. LLAMATRON

Old hacks and Vic 20 users will have no trouble remembering Jeff Minter and his classic games. *Llamatron* is one such spaced-out title. Basically it's just another shoot 'em up but there are so many little touches such as bizarre sampled sounds and outrageous attack waves that it's definitely worth checking out.
90% Valley PD

18. DRAGON TILES

Mahjong is an ancient Chinese game where the object is to remove patterned tiles from a board by selecting two of the same pattern which each have a gap on at least one side. *Dragon Tiles* sticks faithfully to this theme, although there are some strange patterns of tiles, including one in the shape of the USS Enterprise.
77% NBS CLG08

19. LOOLY

The toys in Looly's nursery are all out to get him. Fortunately, Looly is tougher than your average sprog, and in this *Shoot 'Em Up Construction Kit*-created game he can blast them with love hearts.
77% Softville SOF829

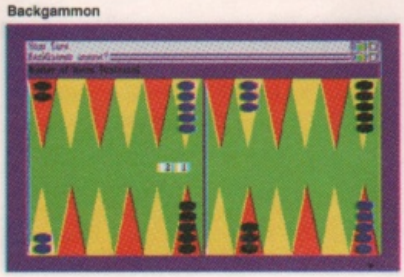
20. SUPER AMIDASH

Based on the C64 classic *Boulderdash*, *Super Amidash* is one of the most addictive PD games available. Negotiate underground caverns in search of gems while trying to avoid the local fauna and falling rocks. Simple and excellent.
94% Amiganuts

21. DOODY

This addictive single-screen platform game is

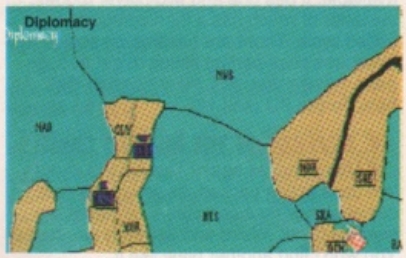
Backgammon



a cross between *Bubble Bobble* and *Manic Miner*. The objective is simple: jump at the underside of a platform to stun any creature standing on it, then leap up for the kill. Top arcade action.
93% Start 1539

22. MISSION X

Like *Raid III*, this is a vertically scrolling helicopter shoot 'em up. The graphics are very well drawn and the action comes thick and fast. What it lacks are power-ups and decent sound effects, otherwise it's a good blast.
79% NBS G208



23. BLAST

In the vein of the classic *Battle Squadron*, comes *Blast*. As the names suggests, there's plenty of shooting to do in this vertically-scrolling space SEU. Good fun, but a little dated.
80% 17-Bit

24. HYPNOTIC LAND

Like *Klax*, the aim of *Hypnotic Land* is to manoeuvre coloured objects (balls, in this case) into buckets at the bottom of the screen. Addictive fun.
90% Deja Vu

25. TOUCHSTONES

Based around Ishido, an 'ancient Chinese pastime', the aim of this game is to match tiles by colour and pattern, then place them on a board. Sounds silly, but you really need to play it to appreciate it.
87% Deja Vu

26. CAVE RUNNER

If you're a fan of *Boulderdash* or *Super Amidash*, you might want to check this out. *Cave Runner* isn't as good as the aforementioned games, but it has a few extra features and is still very playable. Featured on a CU cover disk.
83% Valley PD 1014

Chess

27. CYADONIA

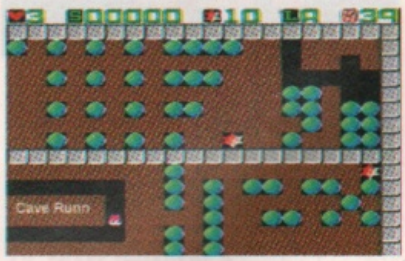
Following on from *Cyad*, which was released last year, *Cyadonia* takes the same simple puzzle ideas and chucks in loads of new features for good measure. It's easy to get into and very challenging.
89% Deja Vu LPD67

28. QUATRIX

Quatrix borrows ideas from a number of games, including *Tetris*. The aim is to move the screen around to catch falling shapes and match them with those that came earlier. Original, easy to get into and great fun.
91% 17-Bit 1732

29. ASTEROIDS

Here's an amazing game for nostalgia freaks. This is identical to the original 1979 Atari coin-op, right down to the logo at the bottom of the screen. As playable as ever and a must for any collection.
93% NBS



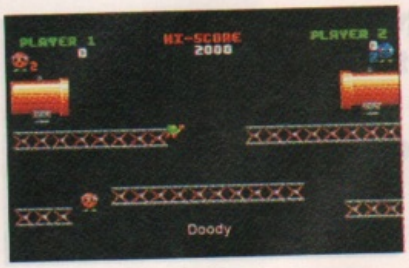
30. PACMAN '87

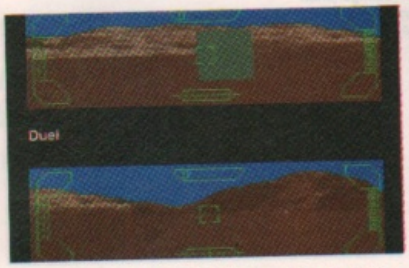
This is one of the better *Pacman* variants available on PD, it has nearly all the original features except for the sound. The omission of the 'wakka wakka' effects are the only things which detract from this game.
75% Blitterchips

31. LADYBUG

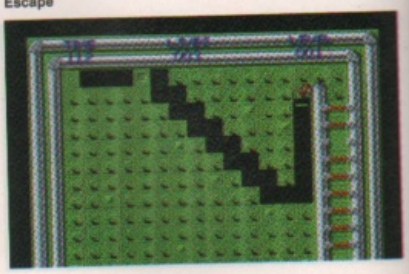
Like *Pacman*, the object of *Ladybug* is to travel around a maze eating dots. There are a few nice features, but the graphics are crude. Still, it's playable all the same.84% 17-Bit

TOP 100 PD





Escape



32. ACT OF WAR

The author of this game acknowledges *Laser Squad* as his inspiration. Like that game you control a team of troops who have a number of missions to complete and a set number of moves each turn. Large, well programmed and very, very addictive.
90% 17-Bit 2197

33. TANK ATTACK

This game is novel in that it allows you to use a four-joystick adaptor. The aim is simple, you have to destroy the opposing tanks by chasing after them through a maze. It's top view, and there's nothing technical about it. Very playable though.
85% 17-Bit

34. OMEGA RACE

Crikey! This was originally a Vic 20 cartridge game back in the early '80s, and was very playable at the time. Even after a decade, this *Asteroids* derivative is still fun to play, if not very modern-looking.
82% 17-Bit (ASI 18)

35. MEGATRON

Based on the light-cycle scene from *Tron*, *Megatron* is a fast-paced two-player only game of nerves. Both cycles leave a trail behind them and the aim is to get your opponent to crash into one of them. Not much to look at, but it plays well.
78% 17-Bit (ASI 18)

36. SKYFLYER

Owing much to the coin-op *Flying Shark*, *Skyflyer* is yet another vertically-scrolling aircraft shoot 'em up. Although there's an element of seen-it-all-before, this is still a playable game, the only drawback is that it's a little too difficult at times.
80% 17-Bit

37. POWERPONG

Pong was one of the first TV console games back in the late '70s, and it's amazing to still find versions of it floating around. This one is two-player only, and apart from tarted up graphics the basic gameplay remains unchanged from that of its forbear.
80% Fortiss PD (ASI 12)

38. XFI

Without a doubt the best light cycles game available. It has one and two-player modes, the latter of which has a third computer-controlled cycle. There are hazards on screen and it requires pixel-perfect timing to get through gaps.
86% Fortiss PD (ASI 12)

39. REVENGE OF THE MUTANT CAMELS

Jeff Minter strikes again! This bizarre shoot 'em up is action packed, as you guide your camel alongside a computer-, or player two-, controlled yak. Weird and definitely wonderful. You won't find another blast like it.
85% Fortiss PD (ASI 25)

40. JUMPER

While a very simplistic conversion, this Frogger-clone is surprisingly addictive. Like the original, the aim is to guide a frog across a busy road, avoiding cars and trucks, and then steer him safely to his home on the other side of a river. One for nostalgia freaks.
74% Fortiss PD (ASI 24)

41. GO MOKU

This game is a kind of a cross between Connect Four and Othello. The objective is to lay five tiles in a row on a grid, while your opponent tries to thwart you while doing the same. The computer logic is the most outstanding feature about this game.
80% Fortiss PD (ASI 24)

42. JUMPY

The idea for this game could well have been translated into a full-price title. You control a character who can't stop jumping while aiming to avoid nasties and collect keys. Very playable indeed.
85% Fortiss PD (ASI 24)

43. KLONDIKE

We've had PD poker, now there's a PD patience game. *Klondike* is a very playable version of this game for card nuts who don't have any friends. There are pre-set high scores to beat, and you lose points every time you shuffle the pack or dawdle without making a move.
80% 17-Bit (ASI 24)

44. DUEL

While being very slow, *Duel* is still one of the best versions of *Battlezone* we've seen. You and a pal are each given a shiny new tank, dumped in a field and ordered to destroy each other. Simple and enjoyable.
80% 17-Bit (ASI 22)

45. MOUTH MAN

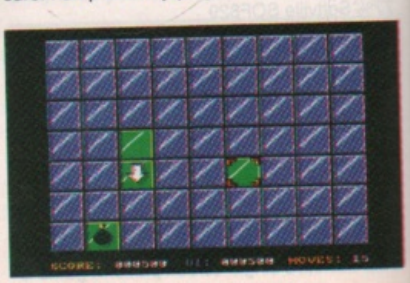
Yet another *Pacman* clone, only this time there's a level designer. Apart from that, though, it has all the features common to *Pacman*, such as power-pills and fruit bonuses.
77% 17-Bit (ASI 22)

46. WIZZY'S QUEST

You and a wizard friend are out exploring old dungeons in this fantastic little puzzle game. Crystals have to be collected and the only trick up your character's sleeve is his ability to create blocks out of nothing. A really excellent game.
92% 17-Bit (ASI 22)

47. ICE RUNNER

You are the Ice Runner, and with pick in hand it's your job to traverse caverns packed with dangerous creatures. Smash holes in the floor to trap them while you make off with their treasure. Fun platform japery. 81% ProDisc G-037

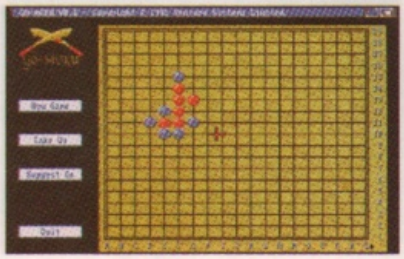


Flag Catcher

GAMES

Full House

Go Moko



48. HOLLYWOOD TRIVIA

How much do you know about Star Wars, eh? Hollywood Trivia tests your knowledge on this and several other subjects. When you get a question right part of a digitised picture is revealed. Fun for a while, but the questions soon run out.
70% Fortiss PD (ASI 20)

49. GROWTH

Similar in some ways to *Breakout*, you control a bat which is steered around the screen. In

Growth

the centre is an ever expanding mass of bricks the centre of which has to be destroyed. Your bat is armed with a gun, and on some levels you have to guide a ball as well.
89% Fortiss PD (ASI 19)

50. FIGHT

Another *Pong* clone, only this one is very fast, and there are plenty of hazards to avoid. If you haven't got a game like this, check out *Fight*. It's great in two-player mode.
88% Fortiss PD (ASI 19)

51. BI-PLANE DUEL

You probably won't remember this, but *Bi-plane Duel* is actually an old Intellivision game. It's two player only and the object is to quite simply blast your mate out of the skies. Easy to play, could do with a one player mode though.
80% Fortiss PD (ASI 19)

52. H-BALL

Quick simply, this is *Breakout* with no extras. There are no aliens and no weapons, but it's extremely fast with sensible ball logic. Worth checking out if you want to sharpen your reflexes. 77% Fortiss PD (ASI 19)

53. TEXAS CHAINSAW MASSACRE

You are Leather Face, complete with chain-saw. Your mission is to kill as many people as possible before your weapon runs out of petrol. Too silly to be sick, but worth buying for novelty value alone.
69% 17-Bit 1978

54. LIFE AFTER DEATH

Text-only adventures are a rarity nowadays, so it's quite nice to see a decent one like this. *Life After Death* has a novel twist in that you actually control two different characters. The parser can handle some surprisingly complex phrases and the game is generally well structured.
82% 17-Bit 1978

55. MR WOBBLY VS THE INVADERS FROM SPACE

Ignore the title, this is actually nothing more than space invaders with a match-stick man instead of a base-ship. Still, it's almost impossible to make a bad version of *Space Invaders*, which is a fact well proven here.
80% 17-Bit (ASI 25)

56. TANX

More tank-related action. This time you're on one side of a hill and your opponent is on the other. You can raise the elevation of your gun and set the power of the projectile, as you try to blast your mate to smithereens. Good, clean fun.
82% 17-Bit (ASI 1)

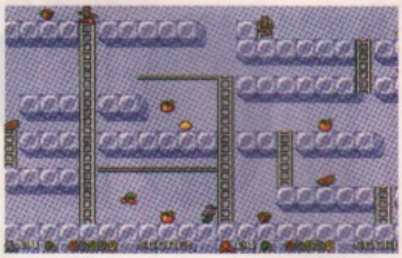
57. ROLLERPEDE

Yet another blast from the past. This is really Centipede with a starry background. Like the coin-op it's good fun, although this version isn't as good as the original.
73% 17-Bit (ASI 1)

58. MAMBA MOVE

Guide your caterpillar around a static screen collecting apples to prevent it from starving. Every time it eats one it grows longer and it's instant death if it touches its own body, so things get very complicated after a minute or so. Enjoyable enough.
75% 17-Bit (ASI 15)

Ice Runner



59. QUICK MONEY

Another two-tanks in one maze game. As with the others, you and your mate are out to kill each other, but this game scrolls and is split screen, which makes it very playable indeed. It could have done with a proper computer opponent though.
83% Fortiss PD (ASI 23)

60. INTERFERON

Seen *Dr Mario* on the NES or Gameboy? This is that game. Renamed and changed slightly, the format's still the same. Like *Tetris*, objects fall from the top of the screen, only this time you're trying to match colours. Not as playable as *Tetris*, but fun all the same.
80% Fortiss PD (ASI 23)

61. WASTELANDS

Set in a land where the inhabitants glow in the dark, *Wasteland* is a 3D adventure which pits you against all kinds of dangerous traps. It was created on Domark's *3D Construction Kit*, and is very detailed, although it is a little slow at times which is frustrating.
75% Fortiss PD (ASI 28)

62. THRALLBOUND

The graphics in this adventure game all have a pencil-drawn look to them, whether they have been digitised or are computer generated isn't made clear. The object of the game is to escape from the clutches of a group of Vikings. Your problems are hampered by an inadequate parser which is the only thing that spoils the game.
70% 17-Bit

Iron Cleds

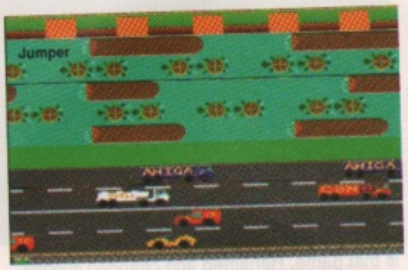
63. SPACE INVADERS 2

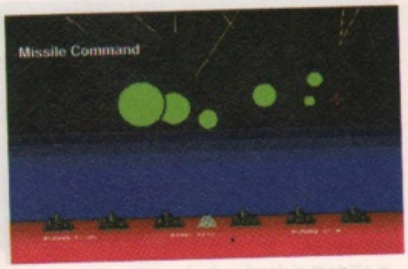
If you want to preserve a sense of tradition, this could be the game for you. It's a little more colourful than the *Invaders* coin-ops, but it has all the same features and is a respectable enough conversion of an historic game.
77% 17-Bit (ASI 28)

64. PICK OUT

This is a strange sort of memory game. It uses the old 'pick two squares and try to make a match' format, but the graphics have a strange style which makes some of the shapes a little difficult to memorise. 69% 17-Bit (ASI 28)

TOP 100 PD





Mouth Man

65. DRIP
You'll probably remember *Drip* from one of our coverdisks earlier this year. This paint'n'run game puts you in control of a blue blob of a chap who you must guide around 16 maze-like pipe systems, rusting the pipes as you go while avoiding the many nasties. Cracking stuff.
94% Virus Free PD

66. MISSILE COMMAND
Nuclear missiles are heading towards five major cities, and as the controller of an SDI system it's your job to shoot them down. This is an excellent interpretation of the classic coin-op, all it's missing is the trackball.
85% 17-Bit 1243

67. SPACE WAR
It's all-out combat in deep space as you do battle with your mate or a computer-controlled ship around a black hole. Fast and playable, although it can be a little frustrating at times.
78% 17-Bit 1243

68. OTHELLO
Yet another board game finds its way onto a PD disk. The outstanding feature of this version is the computer logic, which can tax all but the most devious of Othello players.
80% 17-Bit 2105

69. PETER'S QUEST
At first look, this platform game seems nothing out of the ordinary, but playing it you soon find that this is a not half-bad Mario wannabe. If it wasn't for some dodgy controls and even dodgier collision detection this would have been one of the best PD games ever.
80% PD Soft 2396

70. CRAZY SUE
Sue is the star of this platform game which lies somewhere between *Mario* and *Rainbow Islands*. The graphics and gameplay are both top-notch (although the music's poor) and there are plenty of good ideas. A must for platform fans.
87% Virus Free 2172

71. SUB ATTACK
The enemy navy is closing in and you're the only person that can stop them. Launch torpedoes at the boats as they steam past in this conversion of the 1980 coin-op. Fun for a while, but ultimately very limited.
68% 17-Bit 2105

72. AMOS FRUIT MACHINE
All the fun of a real fruit machine, but it doesn't nick your 10ps. On the other hand, it doesn't pay out wins, so you might find this a bit boring after only a few goes.
72% Virus Free

73. ZALYCON
This is a mixture of arcade game styles such as *Moon Buggy* and *Defender*, with a neat story line and cut-scenes thrown in. The only problem is the ridiculous amount of disk swapping which will irritate single drive users.
78% 17-Bit 2158

74. DOMINOES
What can be said? Even the great pastime of matching spotty tiles has made it onto the PD scene, complete with a cheat option that lets you see your opponent's tiles. Becomes dull after a few games.
69% 17-Bit 2163

75. DEATHBRINGERS FROM SPACE
Deathbringers looks very simple, the graphics consisting of nothing more than a starfield and a few rough ships, but it's really an enjoyable little shoot 'em up which taxes the sharpest of reflexes.
72% 17-Bit 1213

76. TINY BALL
The authors of this game claim it's the world's smallest baseball sim. All it takes up is a small window on the Workbench desktop. Despite its size and lack of thrills, it's still fun for a while. 71% 17-Bit 1213

77. AIR TRAFFIC CONTROL
Yes, you've read it right, this is a PD Air Traffic Control sim. Try to guide in up to 100 planes or, if you're bored, direct them at each other. Either way, this is quite a novel little game.
72% 17-Bit 1213

78. DIPLOMACY
This is a cut-down version of the board game that retains most of its best elements. The read-me doc is essential reading if you want to play this very rewarding, but complicated strategy number.
80% 17-Bit 890

79. LORN
Although it's five years old now, *Lorn* is still a good little RPG. The graphics aren't much to look at and the plot is minimal, but the game is playable and makes a nice distraction from the usual shoot 'em ups.
75% 17-Bit 781

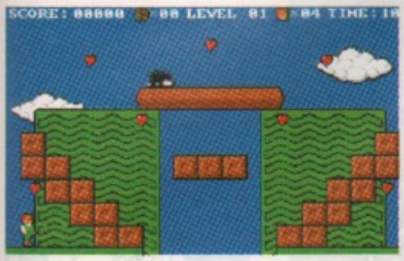
80. BET 'N' WIN
Back a winner in this PD horse racing game without the pain of losing your money. The horses all have form guides, odds set by your computer bookie and you can place your fictional cash on trebles and accumulators.
78% 17-Bit

81. FULL HOUSE
Poker is the subject of this title. Play against a sneaky computer opponent as you attempt to hustle him out of his cash. It also includes a score guide so you can find out whether a flush beats a full house.
73% Virus Free 2843

82. TRIX
The name may not be the same, but this is

GAMES

Peter's Quest



Seige Of The Beast

definitely *Quix*. The aim is to guide your dot around the screen drawing boxes and avoiding hazards. Dead simple and totally addictive.
85% 17-Bit (ASI 7)

83. TOP SECRET
Life couldn't be simpler in this platform game – collect treasure and hurl bombs at nasties. Nothing top secret, but still very playable with some fiendishly designed levels.
80% 17-Bit 2150

84. ANTEP
One of the few PD RPGs, this one just happens to look a mite like some of the *Ultima* games. Plagiarism forgiven, this is a complicated and well thought out game that will hold your attention for many hours.
87% 17-Bit

85. IRON CLADS
Sample life on the high seas in this naval battle simulator. It's a dedicated wargame, so prepare to spend a few hours getting to grips with it, otherwise you'll be hopelessly lost.
82% PD Soft 2485

Pick Out

Quick Money

86. TURBO THRUST
Take to the narrow tunnels of the Arena Of Death as you and a pal race it out in flashy space craft. It's a pity that this game is two-player only, as it's fast and action-packed, but unplayable without a mate.
81% 17-Bit

87. LINES
This is another title which falls into the 'simple but addictive' category. The aim is to place lines between several points without intersecting. Sounds simple? It definitely isn't.
73% 17-Bit

88. ESCAPE
Trapped in a room where the floor disintegrates when you walk over it, you only get one chance to work your way to the exit and escape. Taxing, with plenty of levels to keep you hooked.
82% 17-Bit

89. LEAP
Only read this if you're a nostalgia freak. This game first appeared on the Spectrum about ten years ago, the aim being to leap through gaps in moving lines. Good if you've played it before, but most people will be put off by its relative simplicity.
65% 17-Bit

90. SIEGE OF THE BEAST
There's a monster to be destroyed and only your soldiers are up to it. Played on a chess board, this game requires you to form a circle around the beast. Beware, it will eat any troops who get too close.
85% 17-Bit

91. TANK BATTLE
It's you and a pal kitted out with tanks and pitted in combat against each other. The view is from the top of the arena and bullets bounce off walls, so be careful not to shoot yourself.
79% Valley PD

92. SYS
First called *Q*Bert* then *Pongo*, it now resides on the PD circuit as SYS. The aim is to change the colour of tiles by jumping on them while avoiding the hazards which descend from the top of the screen. 90% 17-Bit

93. DRIVEWARS
A bizarre shoot 'em up which involves you flying through a computer trying to destroy a virus that's bent on destroying files on Iraqi positions during Desert Strike. Playable, despite the awful plot.
75% 17-Bit

94. PUZZ
Sliding block puzzles usually only rank as mildly diverting, this one, however, has a twist. Apart from the preset puzzles, you can also import IFF pics to create your own, which is fun.
80% 17-Bit

95. TREK TRIVIA
This is a similar game to Hollywood Trivia, but based exclusively on Star Trek. There's a database of 100 questions, with the option to purchase more from the author if you can answer them all.
74% PD Soft

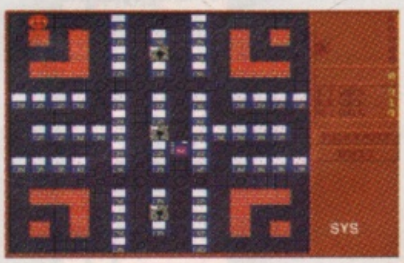
96. BACKGAMMON
Written to demonstrate artificial intelligence, this is one hell of a backgammon challenge. You're invited to play with the source code, so if you're really losing you could always throw a spanner in the A.I.'s works.
78% 17-Bit

97. MONOPOLY
Lost the pieces to your Monopoly set? Fear not, you can now buy the game from the Public Domain. This version has all the features of its board game counterpart, except the banker can't dip their hand in the till.
80% Virus Free

98. MOONBASE
Precision landing is called for in *Moonbase*. As the pilot of a lunar-lander it's your job to make sure the cargo is delivered safely, i.e. without you becoming part of the Moon's terrain. Occasionally frustrating, but it will keep you glued to your joystick.
85% PD Soft

99. ESCAPE FROM JOVI
This slickly produced arcade game features excellent scrolling, stereo sound and a multitude of other effects. It's also very playable, as you must overcome all kinds of devious trickery in your attempt to escape.
87% 17-Bit

100. CHESS
Where would we be without a PD chess game? Well here it is, complete with a huge arsenal of moves which turn your Amiga into a regular Kaspov. The source code is included so you can always be unsporting and nobble the computer.
89% 17-Bit



PD GRAPHICS

Commercial graphic packages can often cost an arm and a leg. Why face amputation when you could just as easily buy from the Public Domain?

Clip Art can radically enhance your DTP doodlings.

ALTHOUGH the Amiga is a truly multi-talented machine, its graphical abilities have gained it the greatest popularity. This aspect has been helped by the fact that Commodore have included a version of *Deluxe Paint* with every machine sold over the last few years. For graphics professionals there is a wealth of high-powered, high-priced tools available including 24-Bit cards, broadcast quality genlocks and digitisers, and a range of software often costing hundreds of pounds. However, you don't have to re-mortgage your house to discover the wonders of professional quality graphics; there are dozens of packages costing no more than a few pounds just waiting for you to discover them.

CHILDREN'S ART PACKAGES

As I just mentioned, just about every Amiga owner received a copy of *DPaint* when they bought their machine, so there's not really a lot of point looking at PD graphics packages as these tend to be vastly inferior. However, younger children may find *DPaint* a little complicated, and for them *Colouring Book* may be the ideal choice.The program contains a selection of black and white line-art drawings, and provides the child with 12 coloured pens shaped like rocket ships. When one of the pens is selected it 'takes off' with a whoosh and the menu disappears. By touching the screen with the tip of the pen, the child can fill an area with the selected colour. Suitable music accompanies the child's efforts, although this can be turned off. When your child has completed his/her masterpiece,it can be saved as an IFF screen so that they can irritate your family and friends by constantly showing off their awesome(!) capabilities. (Deja Vu, Disk code: LPD82).

More creative children may also enjoy using *Kid's Paint*, a cheerful and easy to use art package. The program provides them with a sixteen colour palette and a few simple-yet-fun drawing tools such as cycle draw, symmetry and fill. All program options are represented by large brightly coloured icons, and should keep the little brats, erm... angels, quiet for a good couple of hours. (Virus Free, Disk code: 2203)

CLIP ART

From one type of pre-drawn image to another, clip art is a useful time saver for a variety of applications ranging from desk top publishing (DTP) to video production work. It comes in a variety of formats depending on its intended application. Clips for DTP are usually monochrome (black and white) or grey, and will often be stored in medium resolution, either as IFF screens or brushes. Often in the form of simple line art or scanned images, there are hundreds of DTP clip art disks available covering everything from humour and animals to banners and motorbikes. My current favourite is a set of old fashioned woodcuts illustrating the different months of the year. Essex Computer Systems are the largest supplier of clip art in Europe so phone them on 0268 553963 to see if they have what you require. Clip art can also be used as the basis for your own drawings, and for this type of application coloured images are more useful. For example, the *Walt Disney Clip Art* disk contains a wide selection of famous Disney cartoon characters including Thumper, Tinker Bell, Donald Duck, Pluto and many others.

With a bit of creative flair you can even use the images as the basis for your own animations. (PD Soft, Disk code: V689).

With the cheap availability of video genlocks, video clip art has become increasingly popular recently. Full colour clip art is usually designed for use in video intros and program breaks. *Harlequin Video Art* provides a prime example of the genre as it contains many images divided into nine popular categories, including weddings, birthdays and engagements. There are basically two types of graphics on the disk. Frames are screens in which a blank 'window' has been left for a video image to show through. Then there are Ornaments, which are small stand-alone images (hearts, bells, plaques, that type of thing). These

Looks suspiciously like Christmas wrapping paper to me.

Kid's Paint may look basic, but that's the whole point.

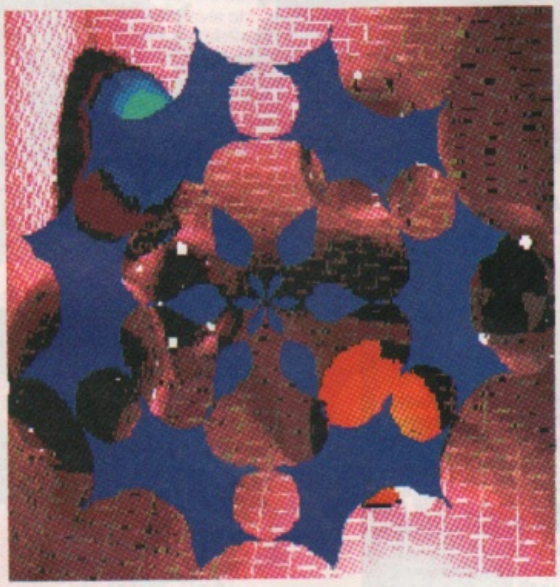
Colouring Book helps kids get to grips with computer art.

Bars'n'Tone is a test sheet for adjusting your camera's colour and sound.

VIDEO TOOLS

Staying with the theme of video production, there are now dozens of programs to help you create really professional video effects for a minimal outlay. One essential purchase for any home video/genlock buff is the video production set from 17-Bit Software. This comes on two disks, which between them contain 27 useful video tools and ten IFF backgrounds and ornaments. These include basics such as *Bars'n'Tone*, a test sheet for adjusting your camera's colour and sound balance, more advanced programs such as Peel, Melt and Dissolve for creating interesting screen transitions and expert-level utilities such as *TimeCalc* for calculating SMPTE time codes. (17-Bit, Disk code:1698A&B) . For the advanced video user, Video Wipes contains 24 broadcast-style screen wipes including Melt, Circle Pattern, Diamond and Confetti. These wipes are stored as *DPaint* animations and with care they can be used to create complex transitions from one video image to another. To be honest, they will require a bit of effort to use effectively, but the results will be as professional as anything on TV. (PD Soft, Disk code: V687)

Fractal generators are capable of all kind of weird shapes.



can be overlaid onto a video picture to add interest or as an unusual way of listing credits, etc. (Strictly PD, Disk code:U380). *TV Graphics* consists of a number of high resolution backgrounds, over which you can scroll titles and credits, etc. Not much else to say about these except that they look great! (17-Bit, Disk code:1698B)

Harlequin Video Art complements your video productions.

LANDSCAPE GENERATORS

Fractal landscape generators are an ideal choice for people who want to create attractive scenes without the effort of drawing them by hand. There are currently at least half a dozen such programs competing for your attention, and many of them are of commercial quality. The best is undoubtedly a program called *Scene Generator*. Unlike its commercial rival *Vista*, it can't load real landscapes (in the form of Digital Elevation Maps), but it creates scenes which are every bit as believable. It allows you to specify such variables as the sea, snow and grass levels, before using a fractal 'seed' number to create an imaginary scene. It supports two levels of detail and you can alter the colours used for rendering. If you're interested in fractal landscape creation, you really must get yourself a copy of *Scene Generator*. (Strictly PD, Disk code: U299). Other offerings in this category include *Cloud 9*, *Landscape* and *Scenery*. All three can be found on one bumper compilation disk. (17-Bit, Disk code: 1697)

PD GRAPHICS

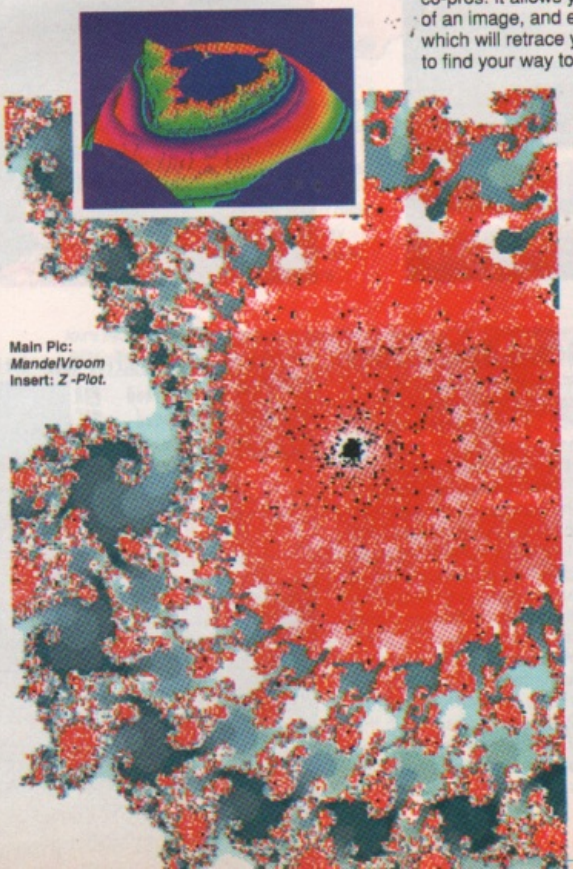
If you're interests extend to fractals, there are a host of useful programs available on the PD network to help you get fantastic results.

Turn the lights down low, put on some hardcore beats and watch the light show.

RAY TRACING PACKAGES

From computer generated landscapes to computer generated objects, ray tracing lets you create real or imaginary objects which your Amiga will then attempt to render (draw) with photographic realism. In terms of results, *DBW Render* is still the best PD program in this category, and it contains most of the important features found in commercial packages. Its only disadvantage is the fact that all objects and scenes must be defined in script form rather than by actually positioning lines and points on-screen. If you're mathematically minded, this can work to your advantage as it lets you create objects with much greater precision. *DBW* supports multiple light sources and variable refraction and reflection levels allowing you to create objects as diverse as wood or glass. Any remotely complex scene will take many hours, even days to draw, but the end results are as good as any I've seen on the Amiga. (PD Soft, Diskcode: V486)

McFrac is a handy utility for creating ray-tracable landscapes. Written by Tobias Richter, a prolific Star Trek fanatic and demo creator, it converts fractal landscapes into *Sculpt 3D* compatible scenes, into which you can incorporate any other 3D objects that you may have created. As a perfect accompaniment to *McFrac, ABConverter* converts bit-mapped fonts into *Sculpt* compatible objects. If you own a ray tracing package that supports either texture wrapping or bump mapping, *Textures* is a great collection of suitable material all stored as IFF screens. These include images of planetary surfaces, buildings, wood grain, landscapes, etc. Tobias Richter fans will recognise many of the textures from his *Dune Slideshow* demo. All three of the above programs can be found on one disk (Strictly PD, Disk code: U285).



Main Pic: *MandelVroom*
Insert: *Z-Plot.*

PD FRACTAL SOFTWARE

I couldn't finish the subject of computer generated images without briefly mentioning fractals, the branch of mathematics that can be used to create intricate and beautiful pictures. Deriving from the work of Belgian mathematician Benoir Mandelbrot, fractal mathematics has given rise to entirely new ways of thinking about science. His formulae can be applied to subjects as apparently dissimilar as weather systems, population dispersal and plant growth.

For most of us, however, it is for its artistic possibilities that fractal maths has become famous. The greatest problem with fractal drawings is the amount of time that they take to generate. On an ordinary A500 the simplest image (dubbed 'The bug') can be drawn in less than five minutes but to draw anything more complicated can take hours or even days. For this reason, a number of programs have been created which try to perform the necessary calculations at a faster rate than usual. *MandelVroom* is one such program, and it provides support for a variety of additional processors and maths co-pros. It allows you to zoom into any part of an image, and even lets you create scripts which will retrace your steps when you want to find your way to a particular location in the future. The scripts can also be used to create animations. Using the program's palette and cycling options, you can create fantastic and abstract images with a minimum of effort. (17-Bit, Disk code: MandleVroom)

If you have a very good understanding of maths, you may be interested in a program called *Z-Plot* which plots the results of formulae in the complex number plane in two and three dimensions. With such abstractions as applying the Mandelbrot set to Newton's method for solving quadratic equations, it's guaranteed to give your brain as much of a work-out as your computer. The resulting plotted images are quite different to traditional fractals, although the program can use both the Mandelbrot and Julia sets for calculations. (Strictly PD, Disk code: U312)

Audio Animation Studio lets you add sound to your animations.

Still Store was developed by an American TV studio.

PROGRAMMER'S TOOLS

Having created all of these marvellous graphics, what do you do with them? Well, one option is to compile them into a slideshow, and programs such as the *Slideshow Construction Set* and *Slideshow Generator* are ideal for this. However, if you require a slideshow that gives you a bit more control, *Still Store* is one possible solution. The program was written for the news desk of an American TV studio as a reliable way of displaying pictures to supplement the news items. In some ways it's quite unsophisticated, allowing only for plain image flipping as opposed to providing loads of flashy transitions. However, it is very simple to use and is guaranteed to work time after time. (PD Soft, Disk code:V519)

From slideshows, it's only a small step to creating your own animations. Of course, programs such as D-Paint support this feature, but the *Audio Animation Studio* goes one step better – it lets you add sound. In fact the program is quite basic, allowing for only eight colour animations, but it does support onion skinning, an animation aid whereby you can still see a faint version of the previous frame whilst you draw the new one. Having created an animation, a sound sample can be linked to each frame providing synchronised sound and movement for a fraction of the cost of *Movie* or *ComicSetter*.

If you can program, a more efficient way of creating animation is by using sprites and blocks which occupy less memory and can be manipulated at faster speeds. Amiganuts have published a range of programs to help you do exactly that. The *Artwerx Sprite Designer* lets you work in four or 16 colour modes and provides you with a vast array of designing tools to let you flip, rotate and colour each sprite. The heart of the program is the sprite grid where you can make alterations to sprites up to 200 lines high by 20 pixels wide. As you build up successive sprites, you can use the program's animation facilities to test your work. There's little else to say about this program except that it also allows you to cut and paste sprites between various frames (Amiganuts, Disk code: 1102).

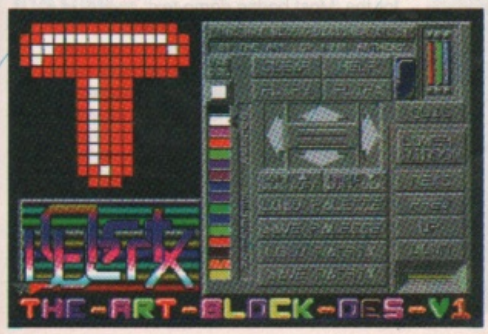
AMOS users may also be interested to hear about the *Sprite Bank Editor* which lets you test and edit sprite animations before you incorporate them into your program (Deja Vu, Disk code: LPD40). By creating a small number of graphics blocks, and duplicating them to make up a full-screen image, programmers can save huge amounts of memory. Of course, this means that they need some way to design and test the graphics. Although *DPaint* is used by some, many prefer a dedicated program such as the *Artwerx Block Designer*. Blocks are designed on a 16 by 16 grid and are then saved as raw data. This raw graphic information can subsequently be loaded into the *Artwerk Screen Designer* to be compiled into a screen (Amiganuts, Block Designer Disk code: 1106. Screen Designer Disk code: 1083).

After image processing software? Look no further than *Image Lab*.

PD IMAGE PROCESSING

Once you've created your screen, be it ray traced, fractal or hand drawn, the story doesn't have to end there. With image processing software, you can perform a vast number of modifications from the subtle to the bizarre. *Image Lab* was written in 1989, but as far as Amiga screens go, it still compares favourably to many of the modern commercial packages available. It supports a full range of boolean logic operations such as or/and/nor, etc, as well as including some very high powered filtering functions. So far as I know, it's the only PD program that will attempt to merge two non-HAM screens together. Most functions can be applied to either the entire screen, or just a part of it. Incidentally, although the program does run on my Amiga 500 Plus, it wasn't particularly stable, so if you get frustrated very easily you might want to give this one a miss. (PD Soft, Disk code: V518)

The *Artwerk Sprite Designer* is just one of a number of programs to help make your animations take up less space.



MUSIC DEMOS

For a long time the sound capabilities of the Amiga were ignored, but now the machine's custom chip is being exploited to its fullest. Here are a selection of some of the best music demos currently available.

Music Composed by The Man Machine
Graphics by Ghost Rider/The Man Machine
NIGHTBREED
MUSIC DEMO 18
F1 - Fir V1.0 (2:26)
F2 - Lightsource (5:50)
F3 - Hell (2:30)
F4 - Cheap Piano (1:40)
F5 - Ch (1:55)
F6 - Cope (2:02)
F7 - Double X (2:28)
F8 - Fir V2.9 (1:40)
F9 - Fir V2.5 (1:40)
F10- Worm (2:18)
DEL- Prank (1:55)

NIGHTSHADE
17 Bit No. 1714

Here's something a bit different. Although the presentation is just a bog standard title pic and srolltext, the tunes themselves are a lot more adventurous.

First up is a very successful attempt at a bit of jazz. The shuffling bassline and light beat are topped by a meandering piano melody. Apart from the slightly plinky piano sample, it all sounds very real indeed, and makes a change from the norm. The second track, 'Unforgettable', is nothing to do with the old Nat King Cole song, but well worth cocking an ear to all the same. The backing is nothing to shout about, but it breaks the mould because of the original vocal samples. Sadly, although the samples are very clear, the vocal talents of the featured songstress leave something to be desired. From then on the demo sinks back into lift-music territory, before finishing off with a decent hard hitting rock tune. Definitely worth getting hold of, if you fancy something a bit different.

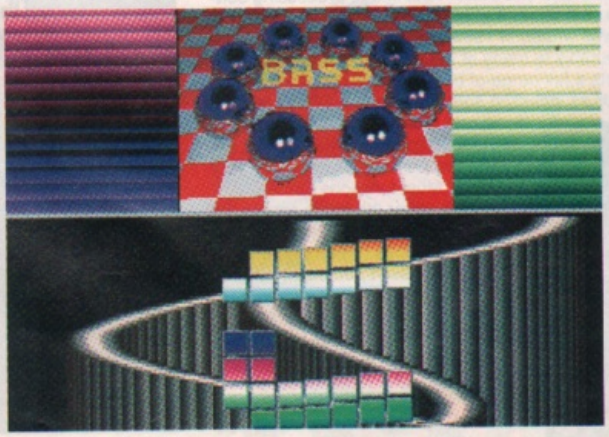
Crank Factor: 7

BASS MEGADEMO II
17-Bit

IF you've never heard a decent music demo, you could be forgiven for thinking the Amiga was only capable of producing basic beeps, boings and grating lead synth sounds. The full sonic potential of the machine is rarely exploited in most games, mainly because a big soundtrack eats up memory that's better used for the game itself. With music demos however, the tables are turned. Now the emphasis is on clear, loud samples, and hard-hitting tunes. With the program code and graphics kept to a minimum, the musicians are free to take the Amiga's sound hardware to its limits. Hook your machine up to a decent hi-fi, then sit back and chill, or get up and party – the choice is yours. Before we begin, just a quick note about the crank factor. This directly relates to the recommended volume setting for your stereo. If for example, the demo's crank factor is 10, whack the volume up to 10 as well. Easy eh?

This is really more of a megademo than a pure music demo, but the sounds on it are so good that it would be impressive with just a blank screen. As it is, you're treated to a feast of multi-colour visuals, along with a series of fairly short, but extremely clear, original dance tracks. It all gets horizontal in the closing section, with a really mellow breakbeat – shame about that grating synth sound though.

Crank Factor: 9

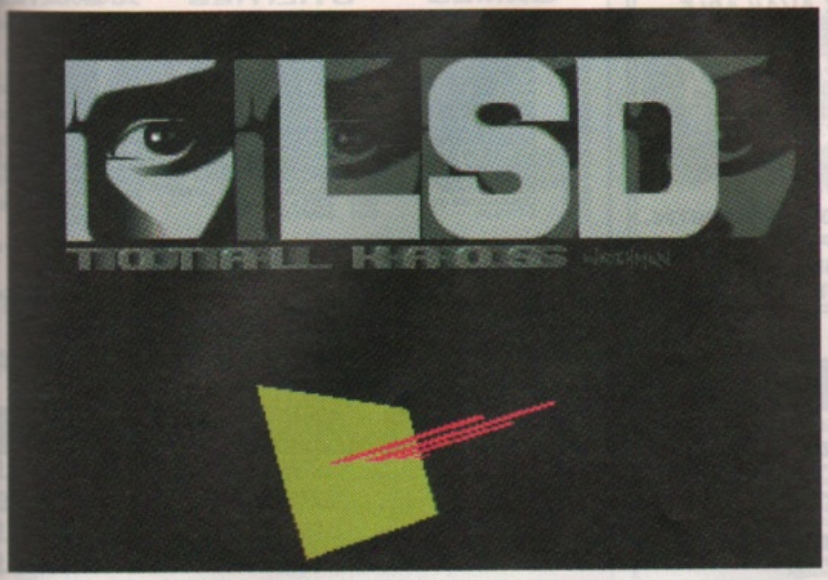


TECHNO B***ARDS
17 Bit No. 1451

Fronted by a neat but unadventurous title screen, over which scrolls another candidate for the 'Most boring demo text' award, is a non-stop twelve minute rave mix.

While the sound quality isn't top notch, some choice breaks and loops have been strung together for the opening stage of the mix. Unfortunately, the initial toe-tapping frenzy is thrown right off course by the apearance of a raggamuffin vocal sample, which is hopelessly out of time with the beat. The track picks itself up off the floor and gets funky once again, but only for short bursts, punctuated by further use of the sample. Shame really, because it's not half bad apart from that.

Crank Factor: 5



A TRIP TO TRUMPTON REMIX

NBS No. M445

Cross Urban Hype's novelty rave hit with TV comedy series Red Dwarf, and you've got the latest offering from Vark. Unfortunately, Brian Cant isn't featured on the mix (Hugh, Pugh, Barney McGroo, Cuthbert, Dibble, Grub, phweep!). Instead, the vocal interest comes from the Red Dwarf team, with speech samples from the program mixed over the main soundtrack.

The volume jumps around a bit between sections, as do the loops, and the samples are a bit on the grainy side. Despite the rough edges though, it still works quite well. The only substantial cock-up is one particularly loud sample that's thrown in all too often, drowning the rest. Fun while it lasts.

Crank Factor: 6

TOTAL CHAOS

17 Bit No. 2164a & 2164b

Get stomping! The latest from LSD is a right raving corker! Graphically, it's simple but effective, with multicoloured vector-equalizers spinning over a starfield. Sonically, it's a stunner.

It kicks off with some excellent chunky breaks, chewy techno basslines and a handful of assorted other good-enough-to-eat samples. It's all non-stop, right through to the end of the second disk, and won't let up until you pull the plug. The various stages are a bit drawn out now and then, and a few more vocals or hooks wouldn't have gone amiss. Even so, if you were off your nut at a rave, you'd be lapping it up. The mouse-controlled equalisers even let you jig the graphics in time with the music! Get it now.

Crank Factor: 9

SOUNDS OF SCIENCE

17 Bit No. 1935a & 1935b

Dual Crew show they can turn their hands to both standard intro tunes and dancefloor slammers. First up is a track called Pandora's Box (nothing to do with the OMD record), which gets things moving along in a kind of techno/disco/hi-nrj style. Just as it's building up into something tasty, the soundtrack is brought right back to earth with another of those wince-worthy lead synth samples.

Selecting a new tune from a rotating rubix cube, you could be lucky enough to pick one of the better rave tracks. Then again, you may unwittingly choose one of the hackneyed tracks that could have come off a demo written three or four years ago. Well worth a look all the same, just for the decent tracks.

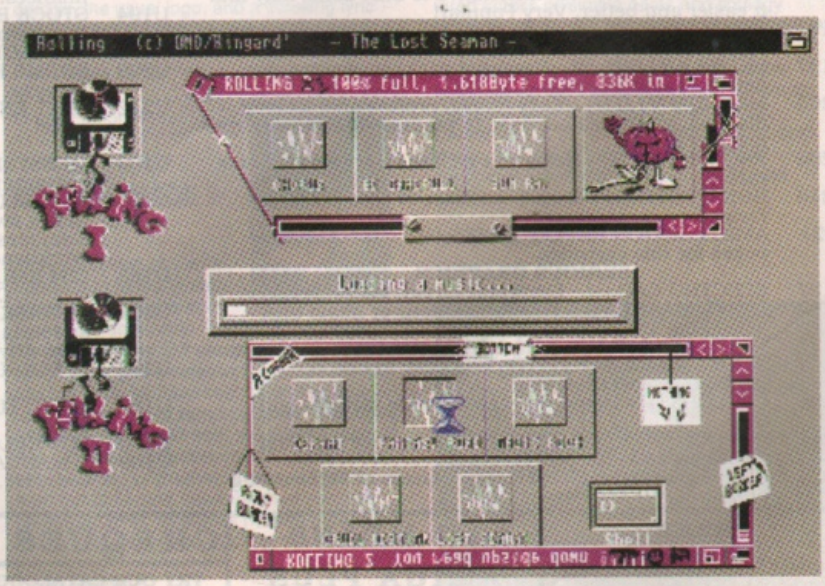
Crank Factor: 7

ROLLING

17 Bit No. 2002a & 2002b

For those seeking an alternative to the explosion of rave demos, the Rolling demo offers a sanctuary. Its two disks boot up with a trendy customised Workbench 2-style interface. The eight tracks vary in quality, although the sound reproduction is excellent throughout the tunes. The highlight is "Sun Ray", a smooth reggae groove that refrains from degenerating into twee melodies, carrying off the style very convincingly.

Crank Factor: 7



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MUSIC DEMOS

FUSION
NBS No. M450

From the sampler of MC Matrix comes this set of four rave tunes. First up is a slightly untidy mix of some great samples. The gloss is taken off the pounding breaks and techno effects by some sloppy looping. Next comes another good stomper, with a hefty chugging beat, just marred slightly by some grainy samples. Track three is sadly too distorted to listen to for long, but the quality picks up in all departments for the final acid organ thumper.

Crank Factor: 7 ½

BACH PRELUDE
NBS No. M453

Is this a first? Demos have traditionally come from all over Europe, and even occasionally the US, but Japan?

Rather low-tech this one. Just a straight sample (albiet a very long one) of classical Bach, played over a plain CLI screen. The sound quality isn't too hot, but at least you're getting the real instruments playing the music, rather than four channels of Amiga samples. However, the novelty of hearing your computer play a sample has long since past, which makes this all rather unimpressive.

Crank Factor: 5

GOSPEL KARAOKE
17 Bit No. 2064

A strange one this: a kind of rock gospel song, sampled complete with a verse and chorus of vocals. On screen, you get an inverted burning crucifix, the usual logo, and a scrolling lyric sheet, complete with bouncing ball. I don't know quite what to make of this. Give it a whirl if you fancy something sompletely different.

Crank Factor: 4

DEPECHE MODE
17 Bit No. 926

A fair rendetion of a short interlude from the Violator album gets this one from Symbiosis underway. The Depeche Mode theme continues to the core of the demo, which gives you a selection of five tracks to choose from. All have been re-written with familiar instrument samples, rather than being made up of samples from the original records. The result is a collection of fairly tame tunes. If you know the original records, you'll get more from this collection, but even then you won't be bowled over, as there's nothing particularly new or interesting about any of the tracks.

Crank Factor: 5

MANIC RAVES
17 Bit No. 1229

This ageing two-disker from Endless Piracy is still up there with the best of them. Accompanied by a menacing piccy of Bart Simpson and his catapult, the sonic assualt lets rip with a rendition of an old 808 State instrumental, the name of which eludes me, but you'd know it if you heard it.

After the brief intro, the ultimate acid anthem comes spilling out of the speakers like a turbo-charged JCB: Stakker's Humanoid. A very tasty version it is, too, with plenty of beef in the bottom end, bringing up the buzzy sub-bass in chest-imploding style. The rest of the tracks keep the adrenalin going, continuing the acidic theme, occasionally crossing over into Italio house territory. A true classic.

Crank Factor: 10

JIGGLE IT
17 Bit No. 2180

The familiar CD player screen fronts this sample-packed offering from Palace. Track one is a dancey number with a good few vocals scattered across its simple beats and squidgy basslines. Both sound quality and composition are excellent, with no jumpy drum loops or carelessly placed drop-ins to break up the flow. Moving on, the uptempo beat continues, marred only by a twee tune over the top. Unfortunately, as you work through the tracks, the quality tails off, ending up as merely mediocre. Still, the graphics are quite nice whichever tune you play.

Crank Factor: 7

CONTACTS

17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, WF1 1DH. Tel: 0924 366982

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MAKING MUSIC

If you've always wanted to exploit the sound capabilities of your Amiga, but don't know how, Amiga Guide is here to help you get started.

Med 3.2 is regarded as one of the best music packages on the Amiga.

IN the beginning, the world of computerised music was a closed club. If you wanted to write music for a game or demo, not only were you required to compose the tune, but you also had to program your own composition and player programs. If you weren't a cross between Einstein and Beethoven, you didn't stand a chance. Then one day, a bunch of programmers came up with a utility called *Soundtracker*, a simple 4-channel sample sequencer. From this small acorn, a whole forest has gradually appeared, and it's showing no signs of abating. Let's take a stroll through the woods, and we'll unearth the secrets of the effects commands, unravel the mystery of the spectrum analyser, and maybe find out what the hell all of this has got to do with trees.

WHAT IS A TRACKER ANYWAY?

If to you, *Soundtrackers* are just one of those things you ignore because they look about as interesting as a copy of Which Radiator?, then let me enlighten you. Behind that drab front screen lurks a beast of a program – a monster that can elevate you to undiscovered plains, blow your speakers, drive your neighbours insane, and not least, impress your granny!

The best thing about the tracker, is that you can be completely ignorant of traditional music notation, and still crank out some kickin' tunes. All trackers work in much the same way, with the Amiga keyboard emulating a synth or piano keyboard. Notes are entered via the keyboard, and recorded as alpha-numeric codes, eg. 'C-3 1204', in which C is the note, 3 is the third octave, 1 is the number of the instrument on which the note will be played, 2 is an effect (such as vibrato), and 04 is the degree of the effect. These codes are stacked in columns, usually 64 lines high, with a column for each channel. When it comes to playing the tune, the columns scroll up the screen, triggering the right notes as they pass through the central position, usually marked with a horizontal bar.

Once it became clear that *Soundtracker* was going to be a success, the original programmers began releasing updated versions. Strangely enough though, third party programmers also took an interest, and a flow of official and unofficial updates began to gather steam, and new revisions are still coming just as thick and fast as they ever were. Because there are so many variants of the program in the public domain, all free of course, *Soundtracker* is unique among PD programs in having virtually no commercial competition. That's all very well, but with so many on offer, which do you choose? Bring forth the CU Amiga tracker chart.

MED 3.2

Standing proud at the top spot is the latest, and possibly last, version of the original 4-channel *MED*. *MED* (Music Editor) is one of the more extensively re-written tracker clones.

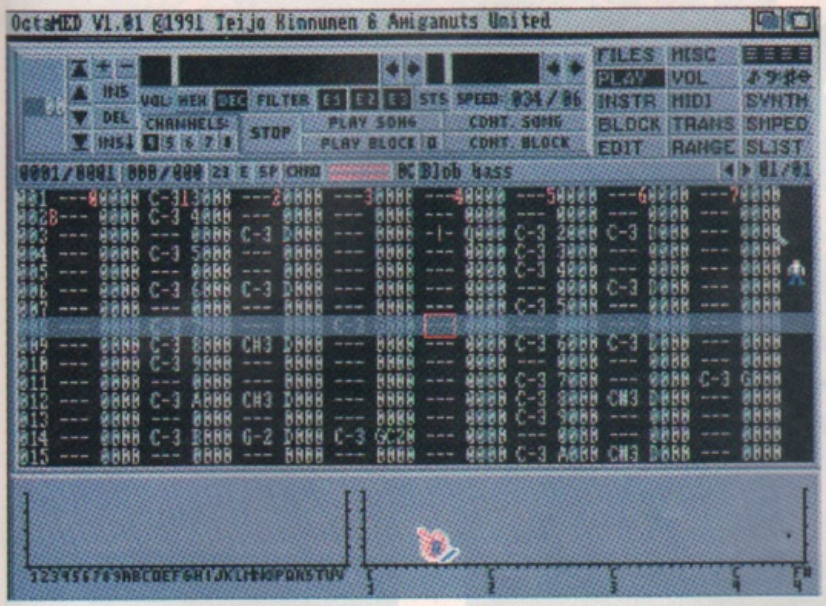
For anyone used to the standard tracker environment, the re-styled front end is the first thing you'll notice. Unlike most trackers, *MED* gives you some indication that your mouse clicks aren't going unheard, most of the time, by flashing its icons as you select them. Though why it only chooses to do this on some and not others, I can't understand. Clicking around the various menu icons, you're presented with a bewildering selection of options. While at first this is a bit off-putting, after a while it becomes quite fun, exploring the darkest recesses of the program, trying to find out what all those long-forgotten features actually do.

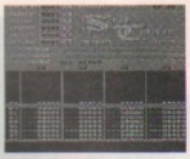
One simple but extremely useful improvement over the traditional tracker program, is the tempo control. Rather than the very coarse adjustments possible with most trackers, with MED you can use BPMs (beats per minute), which are far more accurate - almost essential if you're trying to sequence drum loops.

The sampler and sample editor are the best I've found on any tracker. Grabbing a sound is simple, and once you've got your sample, there are plenty of options to help you spruce it up. One of the best editing features is the BOOST option, which brings up the treble in the sample. Use it well and your samples will take on a previously unheard clarity. Alternatively, you can filter out the high frequencies (handy for fuzzy bass sounds), or even add echoes.

If you've got a MIDI keyboard or drum machine, you can easily run them alongside Amiga samples. Although you can only use four channels of samples, you can enlarge each block to 16 tracks, which leaves 12 tracks for MIDI data, or a full 16 tracks if you don't use samples at all. *MED* can also load, create and save standard *Soundtracker* files, which can't be bad.

Available from: Amiganuts United, 169 Dale Valley Road, Hollybrook, Southampton, SO1 6QX. Memory: 512K





Soundtracker 2.6

Well, we couldn't leave out the original tracker could we? Everything is much as before, but there are two main revisions to the program. Previously you were limited to using rather small samples, but now you can include samples up to 128K long. The way the songs are constructed has also been changed. Now you can sequence single tracks rather than just chaining blocks together. This gives you more freedom, saves memory, and once you've got the hang of it, will save you a fair bit of time copying and pasting repeated tracks.

Available from: Diskovery, 108 The Avenue, Clayton, Bradford, W Yorks. Tel: 0274 880066 Memory: 512K

Voices 8

Voices 8 was one of the first trackers to offer 8-channel sound. Unfortunately, I never got hold of any instructions for it, if there were any, but it's pretty straightforward if you've used any other tracker. All eight tracks are displayed at once, using almost the full height of the PAL screen for the track data, rather than the usual letterbox-shape window. Presentation is not the best, but it's refreshingly easy to move around the program. There's also a useful sample editor that looks a bit tatty these days, but works well all the same.

The drawbacks of *OctaMED V1* also apply here, and as it's not a widely used program, you're not going to get the compatibility of the more popular trackers. Still, it's a lot of fun just used on its own. However, TV users take note: the text is all very small. It's so small that the program is almost impossible to use via a TV modulator.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, WF1 1DH. Tel: 0924 366982 Memory required:

Protracker 2.0

As the 'tracker' suffix would suggest, this is rather more closely related to *Soundtracker* than *MED*. The 2.0 revision still sports the same style of front end that's been endured (or maybe even enjoyed by some) for many years. Despite its continuing the *Soundtracker* tradition of dying occasionally, or at least pretending to die, *Protracker* comes across pretty well.

Unfortunately, the MIDI features of previous versions have been removed. On the good side, there's an improved tempo controller, which is somewhere in between the BPMs of *MED*, and the old style tracker tempo control. Although not quite as advanced as that of *MED*, the sample editor is developed enough to allow you to grab new sounds while you're in the middle of a composition, without having to revert to a dedicated sample editor program to tidy up the sounds. Song files or modules can be saved out in conventional tracker format, or you can compress them to save on disk space.

Available from: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. Tel: 0983 529 594 Compatibility: Not Plus compatible. Memory: 512K

OctaMED V1

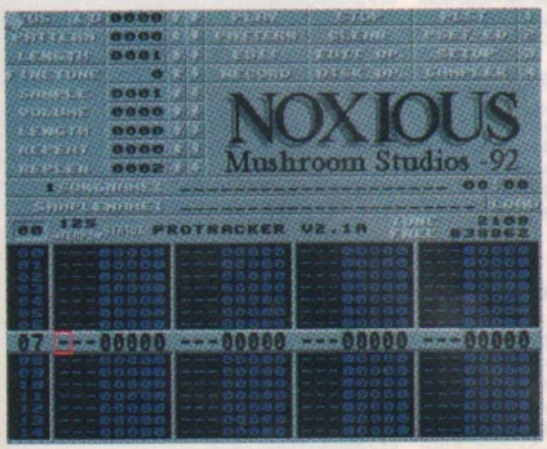
So what's *OctaMED* doing down at number three, if the sun truely does shine out of its behind? Well, after a few revisions, it has indeed blossomed into an excellent program, but the current PD version 1 won't find as many fans as either the commercial release or the 4-channel original.

For those unfamiliar with *OctaMED* (where have you been?), it's basically a slightly cut down version of the 4-track program, but now you can use 8 channels of samples. Unfortunately, you pay for the extra channels in a number of ways. One drawback is that you're reduced to the old tracker tempo control. You can no longer set or change the volume of a sample in the sequence (so all samples have to be played at full volume), and the sound quality drops considerably, with the treble becoming muffled and fuzzy. The player routine takes a lot of processor time, too, slowing down anything else you've got running, so it's not much use for games or demos.

One final drawback, if you're into big mixes with loads of samples, is that *OctaMED* reduces the amount of memory available for sample-storage, because of the increased size of the program itself. *MED 3.2* running on a 1 meg Amiga gives you about 350K for your tunes, while OctaMED cuts this by about 100K, even when running in 4-channel mode.

Despite all these criticisms, *OctaMED V1* is still an excellent choice of tracker. The 8-channel support gives you a lot more freedom to develop your tracks, so you can fill them out properly with all those sub-melodies and twiddly bits you didn't have room for with 4 tracks.

Available from: Amiganuts United, 169 Dale Valley Road, Hollybrook, Southampton, SO1 6QX. Memory: 1 meg

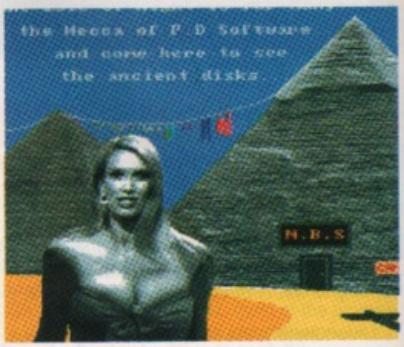


AND THE REST

The family of tracker clones is growing all the time – there are plenty more where that lot came from. *Noisetracker*, *Startrekker*, *Bananatracker* and co. are mostly little different from each other, apart from the logo you get when you boot up. Each have their own little quirks, and it's really up to you to pick out your own personal fave. For example, I personally can't stand the way most *Soundtracker* permutations like disks to be called 'ST-XX'. That reason alone is enough to keep me plugging away with *MED*, but for every *MED* user, there are probably three or four Soundtracker users. Picking out the one that suits you, is made a fair bit easier by PD libraries that supply tracker compilation disks. Get hold of one of these, plus a disk of samples, and you'll never look back.

PD DEMOS

Creative, odd, interesting, watchable or listenable, demos come in all shapes and forms. Here, in no particular order, are some which have grabbed our attention.



MAGGIE 2: PANCAKE DAY

If you have a taste for the weird, you should take a look at this disk. It's a collection of images snatched from TV then cut out and dropped into humorous situations. There's some interesting, bizarre and very occasionally funny stuff here. (NBS, Disk code: S585)

IN THE KITCHEN

Produced by Anarchy, this demo breathes new life into plenty of haggard themes. There are some fantastic vector effects, bitmapped bobs and madlebrots, along with some excellent music. There's also a notable absence of scroll-text through most of the demo, which is very welcome indeed. Other demo groups please take note! (17-Bit, 2665)

SILENCE OF THE LAMBS

This is peculiar because it's a demo based on a film which doesn't rely on digitised images. Instead, there are some well-drawn pictures and atmospheric music which convey the story very well. It's a pity the whole thing couldn't have been longer though. (NBS, Disk code: D764)

EVOLUTION

This is a real mixed bag. It contains static pictures, scrolling starfields and psychedelic happenings. Naturally, all this comes with suitable music and just about every trick ever employed in a demo. (17-Bit, Disk code: 1773)

INTENSE

Mock stereo systems are fairly common on the PD circuit, and this is one of the better ones. As well as featuring some smart music and different animations for each track, you can also cue through the music, alter the volume and adjust the balance. (17-Bit, Disk code: 2004)

DIGITAL

This demo, from Anarchy, cuts no corners. It features all the tunes, scrollies and vectors you'd find in most other megademos, but this one clocks in at a staggering 26 minutes! And the surprising thing is that it rarely gets boring. Top class. (17-Bit, Disk code: 2016)

THE SECRET POLICEMAN'S BALL

Guaranteed to get you giggling is this sample taken from the 1979 Ball at the Albert Hall. It features half of Monty Python and Rowan Atkinson trying to outdo each other with stories of their hard up-bringing. 'I used to live in cardboard box in middle of street' type stuff. (Diskcovery, Disk code: M230)

ALIEN WIDESCREEN

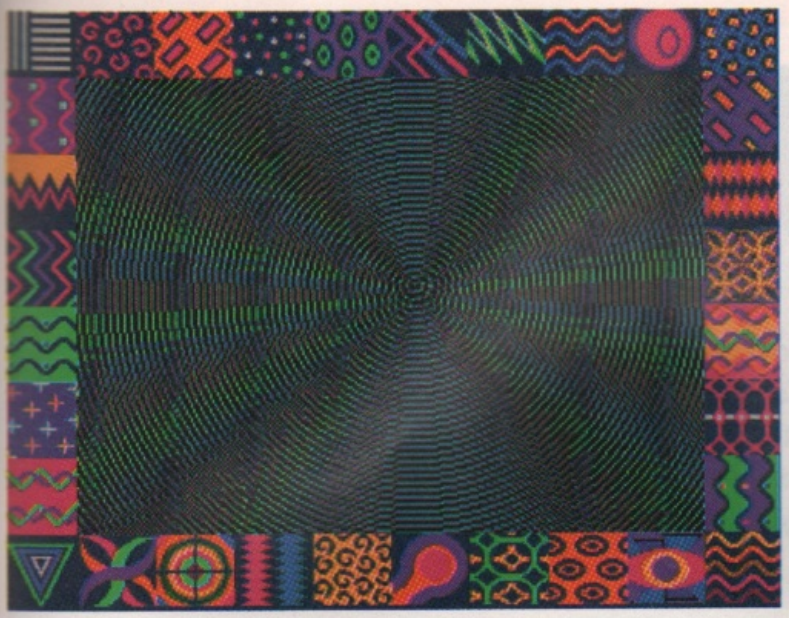
Digitising pictures from movies is nothing new, but this offering takes the best images from the widescreen version of Alien and places enough of them together so that you can follow the story. Also in this collection is the Elephant Man and John Carpenter's The Thing.
(Alternative PD, Disk code: AlienWide)

WILDFIRE MEGADEMO

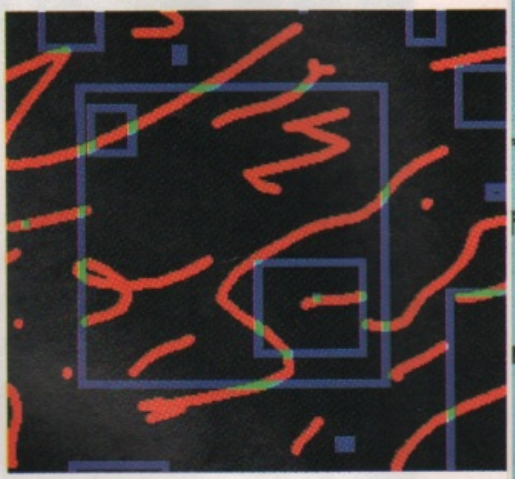
Combining some excellent, not to mention original, acidy-type music and animation, this is one of the best megademos of the last year. Sit back and try to figure out where many of the samples come from, there are certainly lots of 'em.
(PD Soft, Disk code: 2137)

BLINDATE

You've probably seen the show, now you can take part in the PD counterpart. As one of the three lucky (or unlucky) female contestants, you get to answer the questions thrown at you by Mr X, the lonley guy in the hotseat. Interesting, to say the least. (PD Soft)



As the music pumps out the sounds are accompanied with an ever-shifting screen of shapes and images.



BUDBRAIN MEGADEMO

Although this demo is getting on a bit now, it's still one of the best ever. In true megademo style it features plenty of different graphic sections, tunes, scrolly messages and humour.
(17-Bit, Disk code: Budbrain Megademo)

ALCATRAZ MUSEUM

Digitised artwork is all too common nowadays, so it's nice to see a disk such as this which contains entirely computer-renedered images. The quality is excellent. (17-Bit, Disk code: 1995)

CRY FOR DAWN

American modern art comes to the Amiga in the form of this slideshow digitised from Cry For Dawn, an obscure American horror mag. The quality of the digitising is very good, as is the sampling of the accompanying effects. (17-Bit, Disk code: 2030)

WILDFIRE

Featuring samples from KLF tracks amongst others, Wildfire is a top-notch rave disk. The music's good and there are plenty of wild images to make your eyes bleed. (Diskovery, Disk code: Wildfire)

DOCTOR WHO

One for fans of the series. This disk contains 16 pictures from the story The Invisible Enemy (which starred Tom Baker) complete with an appearance from K9. It's a pity about the abysmal accompanying tune though.
(17-Bit, Disk code: 1788)

Here's one for Doctor Who fanatics – even if it was a pile of rubbish they'd still by it. Sad.

RED DWARF

This disk features Lister, Rimmer, Cat and Kryton starring in digitised versions of some classic Red Dwarf sketches. Not only are there pictures, but sampled sound too. A must for fans.
(Diskovery, Disk code: Red Dwarf)

LOVE SEX INTELLIGENCE

A-comin on like a seventh sense. This disk features a remix of the Shamen's LSI, complete with the C-man's pointy-fingered dancing and a-rhythmic rapping.
(17-Bit, Disk code: 2062)

LIQUID REFLEX

At first this seems like nothing out of the ordinary, but it soon opens up into a very interesting and technically impressive graphics feast. The bulk of the demo is made up from filled vector sequences, and while not complicated, the scenes display plenty of originality. (17-Bit, Disk code: 2223)

STAR TREK – The Best Of Both Worlds

In a similar vein to the Red Dwarf demo, this one features digitised sound and pictures from the climatic story of series three of The Next Generation. It comes in two parts, each two disks long. If you haven't seen the program, avoid the cliff-hanger by buying both parts.
(NBS, Disk code: S566)

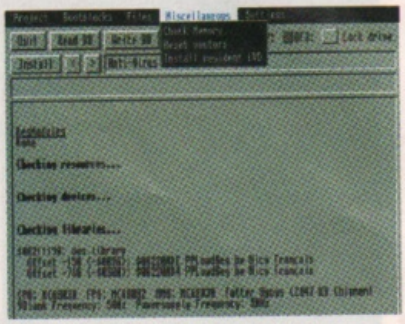
PD UTILITIES

You don't have to spend a fortune to get your hands on some amazing utilities. The Public Domain offers a wealth of great programs that are often better than their commercial counterparts. So, whether it's a graphics package you're after, or a disk copier, we guide you through the best releases.

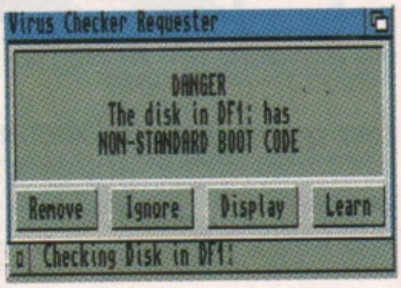
THE Amiga has a vibrant and healthy Public Domain software market, and nowhere is this more evident than when it comes to utilities. Whatever your interest from video production to wordprocessing, programming to knitting, there is at least one free program to help you. With such a diverse selection of programs to choose from, it's not always easy finding the right one. But don't worry – Amiga Guide is here to guide you through some of the more useful programs.

VIRUS KILLERS

Regardless of your interest in the Amiga, a virus killer is virtually essential. Why? Well it doesn't matter what programs you're loading, they're all susceptible to infection, and with over two hundred different 'strains' competing for the right to trash your valuable programs and data, you'd be very unwise to ignore the danger. These viruses range in destructiveness from the computer equivalent of a blocked-up nose and a sore throat, to something as lethal as meningitis or a heart attack. I don't mean to make light of these diseases, it's just that some computer viruses can be just as terminal to your (possibly priceless) data.



There are nearly as many killers as there are viruses, and choosing one can be difficult. However, *Boot-X* and *Virus Checker* are two of the most popular, and should cater for most requirements. *Boot-X* is perhaps the more comprehensive of the two packages, providing options to search for all major virus types including boot, file, validator and track varieties. It also lets you install anti-virus programs both in your computer's memory and on the boot block of your disks. It even allows you to record a log of your virus checking activities to ensure that you know exactly what's happening at all times. The greatest advantage that this program has is its ability to load 'Brain files'. These files contain information about the latest viruses, and non-standard boot-blocks, and can be loaded regardless of the program version that you're using. New brain files are created regularly, so all you need do to ensure that your checker is up to date, is order the latest file from your local PD library.



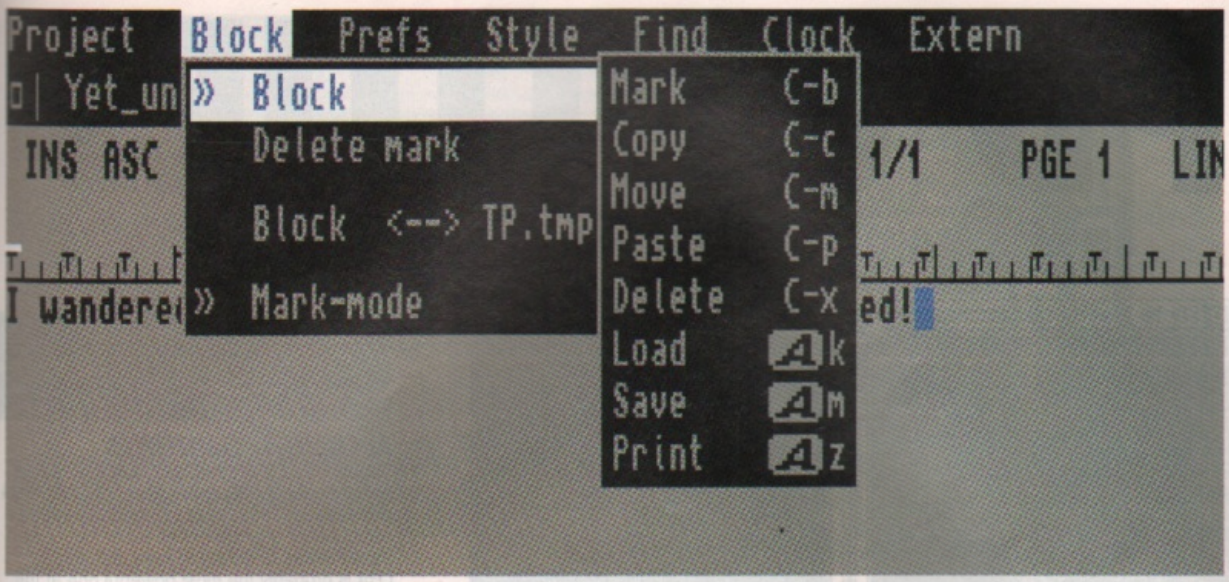
Virus Checker is almost as comprehensive as *Boot-X* although it cannot check for track viruses. It's considerably easier to use than the former package, with most checking operations being performed automatically whenever a disk is inserted into any drive.The best way to keep abreast of the virus threat is via the Virus Research Group, a world anti-virus organisation co-ordinated from Britain and Scandinavia. This group constantly gathers information about new viruses and develops killers to deal with them. Once a month they produce an updated disk full of virus killers called 'The New Superkillers'. This disk is chocfull of virus protection and disk repair software including the above-mentioned *Boot-X* and *Virus Checker*. (Disk code: New Superkillers. From: Goldstar Computers)

WORD PROCESSOR

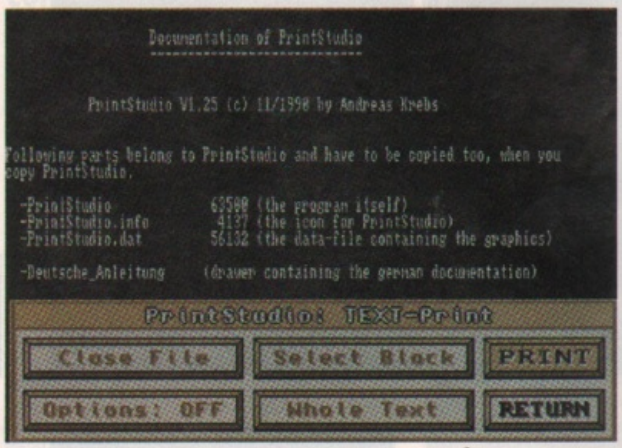
Sooner or later, most Amiga users buy or acquire a word processor (WP) of some description. Whilst there are obviously many worthwhile commercial offerings, there are also a few PD ones that are equal or better than most of the full-price stuff. There are currently two WPs fighting for supremacy: *Text Plus* and *Text Engine*, both of which are first class and have more than enough features to satisfy most needs.

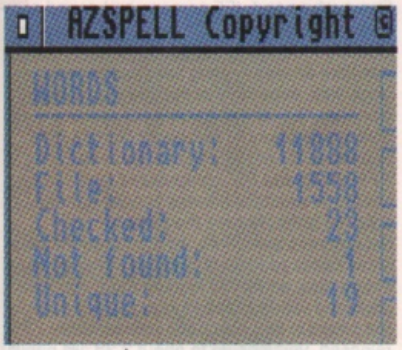
Text Engine has been designed with simplicity and user-friendliness first, but in many ways it feels more like a text editor than a word processor. It has a pleasing Workbench 2.0 look, even on 1.2/1.3 machines, and it's extremely easy to use. Whilst its menus are not over-flowing with options, it has a conciseness to it that makes it very appealing. Unfortunately, it doesn't seem to include variable justification, but it does include basic word wrap facilities.

It also offers support for a huge variety of type styles and sizes including sub- and superscript, proportional, enlarged and Pica. Despite its friendliness, I feel that it is rather crippled by its lack of mouse controlled movement and editing functions. (Disk code: 2129. From: 17 Bit Software)



Text Plus also simulates the 2.0 look, in colour scheme at least. It also seems to contain all of the features that *Text Engine* doesn't; it even supports multi-coloured text. It includes comprehensive block marking and editing facilities, not to mention search and replace and even direct hotlink access to *SID*, *Powerpacker* and *File Master*. Because the program's author has apparently not received a worthwhile shareware contribution from users, the latest version of the program includes a very effective 'conscience prodder' called the 'nerve-racking requester'. This requester appears almost constantly to remind you to register your version. Needless to say, the registered version does not include this irritating feature. (Disk code: 1703. From: 17 Bit)


Documentation of PrintStudio
PrintStudio V1.25 (c) 11/1998 by Andreas Krebs
Following parts belong to PrintStudio and have to be copied too, when you copy PrintStudio.
-PrintStudio 62588 (the program itself)
-PrintStudio.info 4137 (the icon for PrintStudio)
-PrintStudio.dat 56132 (the data-file containing the graphics)
-Deutsche_Anleitung (drawer containing the german documentation)
PrintStudio: TEXT-Print
Close File
Select Block
PRINT
Options: OFF
Whole Text
RETURN



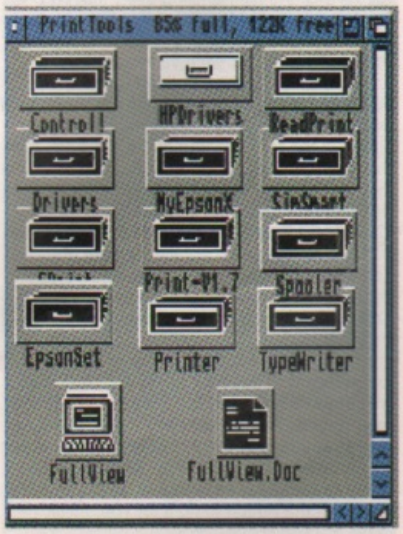
SPELL CHECKERS

Of course, once you have a word processor, a spell checker will ensure that you don't make any stupid or embarrassing spelling mistakes. Both of the above programs are supplied with a spell checker: *Amiga Spell* in the case of *Text Plus*, and *AZSpell* for *Text Engine*. If you want something more than just a spell checker, *Word Power* is an excellent program. In addition to checking your spelling, it can also solve anagrams, give you the Scrabble score for any word and even analyse the average word length of a document. (Disk code: PU172 From: Blitterchips)

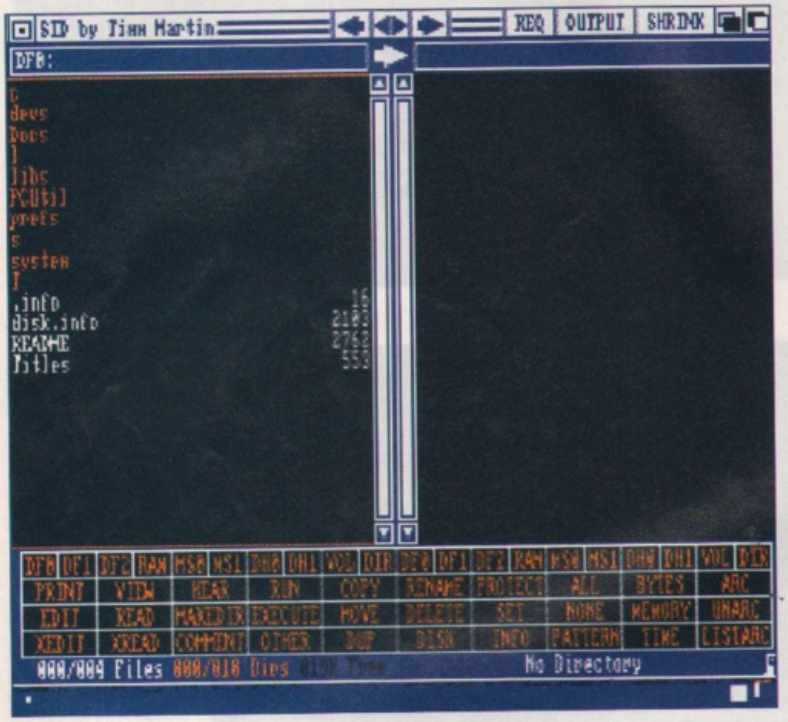
PRINT PROGRAMS

Once you've completed your literary masterpiece, it's not much good unless you can print it out. Of course, most word processors include their own print routines but for really precise control of your specific printer, there are a couple of programs available.The most powerful of these is called *Print Studio*, and it can handle both text and graphics. As far as text printing goes, it gives facilities to print text in a variety of formats, letting you specify headlines, line and page numbering, etc. It also lets you decide whether or not you wish to print an entire document or just portions of it. As for graphics handling, again it offers you the chance to print all or just part of a screen. If you just select a part, it will be enlarged to fill your paper. (Disk code: U683. From: NBS)

Staying with the subject of printing, 17 Bit's Print Disk contains a selection of small print utilities and printer drivers which between them can make life easier. For example, *Spooler* lets you create a buffer into which all printing is sent before it goes to the printer. This means that you can get on with using your computer again almost immediately, whilst the printer gradually reads the contents of the buffer in its own time. (Disk code: 1612. From: 17 Bit Software)



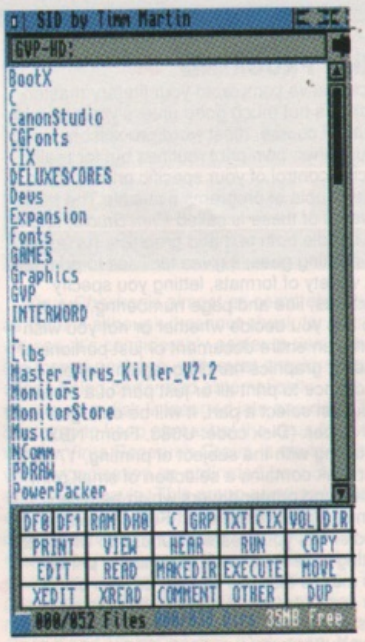
PD UTILITIES



FILE UTILITIES

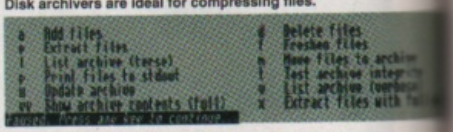
If you don't have access to a printer yourself, you could always give your text files to someone who does. If they happen to own a PC, then there's still no problem thanks to *MessySID*, the file handling utility that can read and write to MSDOS disks. Based upon the ever-popular file handler *SID*, *MessySID* provides you with a wide variety of mouse-controlled file handling options, thus saving you from having to type them in via the CLI. Of course, you can copy, delete, move and edit files, but the real strength of the program is in the way that you can assign your favourite utilities to it so that they will be used instead of its defaults. For example, if you're a big fan of *Cygnus Ed*, use that instead of the default text editor. The program can also display IFF screens and play samples. Needless to say, these features may be used with both Amiga and MSDOS format disks. (Disk code: U619. From: NBS)

For Amiga use only, *SID 2* is even more powerful still. It includes all the features that made *SID* so popular, but it also provides with user-definable buttons to which you can assign any function. Want a button that plays an OctaMed tune, or a *DPaint* animation? Need to load a spreadsheet or an archiver? Just define a button to do it for you. (Disk code: PU192. From: NBS)



Probably the most amazing file handler ever published!

Disk archivers are ideal for compressing files.

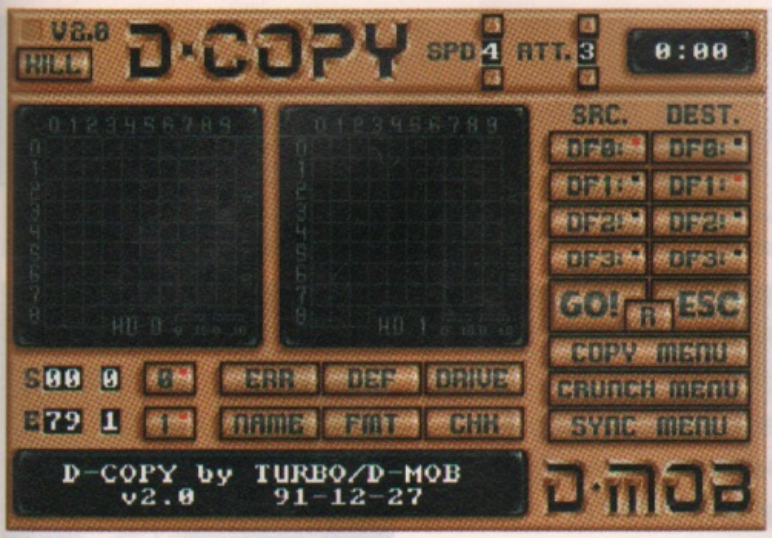

a Add files
e Extract files
l List archive (terse)
p Print files to stdout
u Update archive
vv Show archive contents (full)
d Delete files
f Freshen files
m Move files to archive
t Test archive integrity
v List archive (verbose)
x Extract files with full path

ARCHIVERS/CRUNCHERS

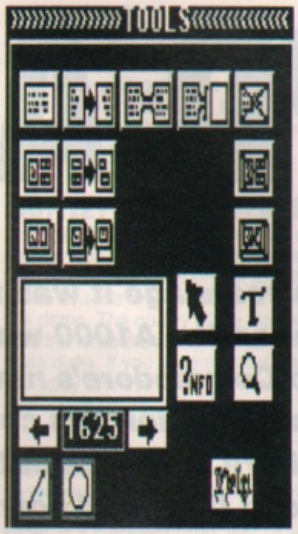
Talking about archivers, there are a variety of popular ones available including *Zip*, *Zoo*, *LHA* and *LHArca*. These handy utilities are ideal for compressing a group of files either for modem transmission, or simply to save disk space. LHA is probably the most powerful one at the moment, and it's especially useful because it can de-archive files created with a number of other archivers. Basically, it can be used to compress and store anything from a single file to the entire contents of an AmigaDOS disk. These file are then linked into a single file known as an archive. You can specify the compression level to be used, as well as the way the data is to be stored. If used on directories, it can also retain the directory structure so that when the archive is decompressed, the original structure is still retained. (Disk code: V585. From: PD Soft)

For single file compression, they don't come much better than *Powerpacker*. It supports five levels of compression and can be used with both data files such as text, IFF screens and sound samples and executable files such as *DPaint*, *OctaMed*, etc. On an unaccelerated Amiga it can take an awfully long time to compress large files, especially at maximum compression rate, but compression (and consequently disk space savings) can be as high as 60% and more. By using 'patches' such as PPloadseg and PP, compressed files can be loaded in exactly the same way as uncompressed ones (without the need to decompress them first), so if you have a slide-show demo you can fit twice as many screens onto a disk, whilst still loading them into your preferred viewer/display program. Although the program has now been commercially released, versions up to about 2.3b are public domain. (Disk code:1135. From: Battleaxe PD)

I can't finish this subject without briefly mentioning DMS, a whole disk archiver that is ideal for modem use. If you want to send somebody a disk by modem without them having to reconstruct it file by file when they receive it, this is the ideal solution. It has two simple commands: Read and Write. Just tell it the disk to compress and it will crunch the whole thing into one optimised file in well under two minutes. The recipient of the file needs simply to insert a blank disk into their internal drive and the file will be expanded back onto the disk in its original format. What could be easier? (Disk code: V800. From: PDSoft)



Make handy back-ups of your original programs with this comprehensive disk copier.



If you fancy dabbling with DTP, get *Page Creator*.

Create your own slideshows with *Slideshow Generator*.

COMMS PACKAGES

The primary use for archivers is to compress files so that modem transmission times will be reduced and also so that you don't have to mess about sending dozens of individual files. When it comes to modem communication, there are few better packages than *NComm*. Naturally it gives you full control over the parity and protocol settings of your modem, supporting baud rates up to 115, 200 and protocols as specialised as Kermit and Compuserve. It also includes a phone book function so that you can store your frequently used numbers to be recalled and dialled at the click of a button. Each number can be assigned to a specific set of keyboard macros so that when you dial a particular bulletin board, for example, only keyboard short-cuts relative to it become available. (Disk code: 1026. From: Battleaxe)

Comms packages open up a whole new electronic world.

COPIERS AND DRIVE TOOLS

Changing the subject completely, most users require a copier at some stage, and although the Workbench 'Duplicate' command is OK, it's neither very powerful or user-friendly. For this reason, a number of PD copying programs have been developed. *D-Copy* is one of the nicer ones, and far more attractive than the commercial *X-Copy* program. It supports copying between up to four drives and has a variety of copying modes including no less than three nibble (deep) copy types. It also provides verification of all DOS mode copies. (Disk code: PU37. From: Blitterchips)

Mind you, it doesn't matter how good your copier is, sooner or later you're going to encounter a damaged disk. Although *D-Copy* tries to intelligently repair any damage it encounters, for a more thorough job you'll need a dedicated program. *Last Hope* is ideal for those occasions when you accidentally delete a file that you meant to keep. It will automatically scan any AmigaDOS standard

Last Hope – let's hope you don't have to use it much.

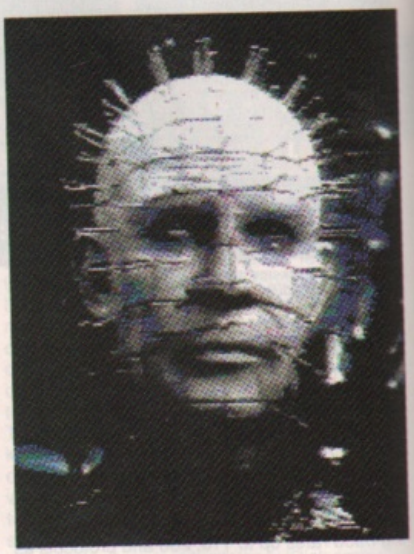
file system disk highlighting all possible deleted files. To restore them simply click on the file name required, click OK and bingo! One file brought back from the dead. Disk code: PU138. From: NBS. If you encounter a disk that starts giving you inexplicable read/write errors, it could be that it has been corrupted or has simply worn out. If this is the case, you'll need a program such as *Disk Salve* which will go right through a damaged disk repairing files and restoring the DOS structure as much as possible. When it's done its job, you should then copy the restored files to another disk for safe keeping. (Disk code: F251. From: Blitterchips)

BEST OF THE REST

Well, we're nearly at the end of this utility round up, but before I go, I must just give an honourable mention to a few more programs. If you're interested in creating your own slideshows you should check out the *Slideshow Construction Set* (Disk code: 1140. From: Battleaxe PD) and the *Slideshow Generator* (Disk code: PU1199. From: Blitterchips) Both programs can handle any IFF screen formats, and give you the chance to create slick demos complete with a variety of fades and wipes. If you're more concerned with the inner workings of your Amiga you should take a close look at *SnoopDOS* and *Amiga Real-Time Monitor* (ARTM). *SnoopDOS* (Disk code: F451. From: Valley PD) allows you to see the exact steps and library calls involved in loading any DOS program, and it's an ideal diagnostic tool when a disk won't load. *ARTM* (Disk code: F327. From: Valley PD) lets you check out what's happening inside your Amiga at any moment, including all system calls and the condition of many key registers. It also lets you close any window down or call it to the front. DTP fans may be interested to learn about *Amiga Fox* (Disk code:839. From: Battleaxe.) and *Page Creator* (Disk code: Page Creator. From: 17 Bit), two quick and simple programs that have both undergone recent revision. Modelled on the professional programs, *Page Creator* is the more comprehensive and flexible of the two packages, and looks as if it may become a force to be reckoned with as it evolves.

PD ANIMATION

Seven years ago it was the sight of a ray-traced juggler on the A1000 which helped bring attention to Commodore's new wonder machine. Amiga animation has come a long way since then. Here are some of the best, the people who produced them and how they were done.



LEADERS OF THE PACK

Very much the man of the moment is Eric Schwartz, an American college student whose work has gone down a storm in Europe. Apart from the quality of his animations, they feature strong characters and are well scripted, which sets them apart from many currently available animations. There's now even a video available from ProDisc which features the best of his work.

Another star on the animation scene is Tobias Richter. From his base in Germany, he's been supplying a steady stream of ray-traced pictures to the PD network for some years now. On top of these he has also been responsible for creating some breathtaking animations based around Star Trek.

Also gaining recognition is Jim Robinson, whose work includes A Small Station At Khern, a stunning animation which was restricted to 3Mb only until recently. His work concentrates on 3D animations, which are made up from polygons, and take the Amiga to its limit.

HOW IT'S DONE

Most Amiga animators use a variety of packages and techniques, but they all agree a powerful machine is needed. Eric Schwartz, for instance, produces his work on an A2000 with a hard drive and 3Mb of memory. Even then he's restricted as most people don't have that kind of set up, so he has to scale his demos down to work with a minimum of 1Mb. Despite the complexity of his work, Eric uses common packages like *DPaint III* and *IV* to generate the pictures, then *MovieSetter* to put the finished product together with sound.

HELLBOUND – HELLRAISER 2

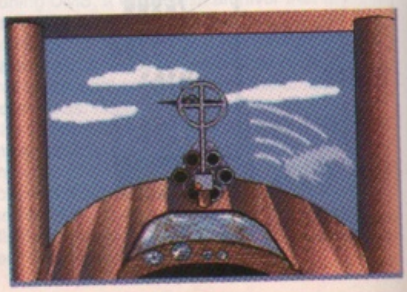
Gore blimey! Hellraiser chief bad guy, Pinhead, comes to your Amiga in a digitised film sequence showing how he came to be the way he is. Lock your granny out of the room when you play this one. (17-Bit, Disk code: 1948)

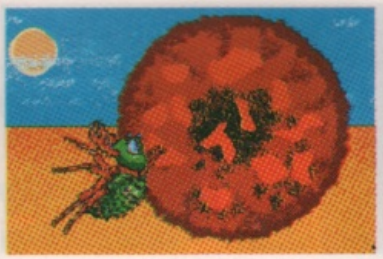
MAYHEM ON WHEELS

This is an example of Amiga video digitising. There are now several disks in this series, each containing digitised footage from two spectacular motor race crashes. (NBS, Disk code: Mayhem)

UNSPORTING

Another typical piece of Eric Schwartz animation. This time he has a real brute of a fighter plane chasing a small tank across a desert. It culminates with the plane snagging its nose on a dune then spiralling into the ground. Not Eric's best work, but it's still very good. (17-Bit, Disk code: 1950)





CLASSY ANIMATIONS 1992
Steve Packer is now involved in putting the finishing touches to his first game, but in his spare time he still finds time to chronicle the further adventures of Chuck, cartoon hero of the PD world. This disk contains four Chuck demos and two 'extras'. In one Chuck takes time out from being his usual loveable self to terrorise the backstreets on a motorbike, in a mickey-take of Akira. (NBS, Disk code: H686)

AGATRON ANIMATION 23
Created by Tobias Richter, this totally awesome animation has the USS Enterprise attacking the Reliant. It's fast, smooth and creative. Essential viewing. (NBS, Disk code: PA016)

AMY VS THE WALKER
Remember the Walker demo? This piece of animation had an AT-AT, digitised from The Empire Strikes Back, strolling past an Amiga and blowing everything to hell. This interpretation from Eric Schwartz has the Walker meeting its end at the hands of Amy the Squirrel, star of many of Eric's demos. (PD Soft)

ALIEN BREED
Team-17 commissioned Tobias Richter to produce an animation based on their *Alien Breed* game and here it is. As usual it's stunning to look at, and takes at least 1.5Mb to run. (17-Bit)

DUNCAN THE DUNG BEATLE
This animation, by Roddy McMillan, is very much in the style of Eric Schwartz, although Eric has never employed a dung beatle as a star. Duncan is seen doing what he does best, assailing a large lump of animal droppings. It's funny and rather revolting, but a little rough in places. (Virus Free)

MARS FLIGHT
This excellent 3D animation shows a space craft coming in to land at a base on Mars. The striking feature of this demo is the detail applied to objects such as the buildings around the base itself. (Crazy Joes)

SWEET REVENGE
Does the 'beep-beep' of the Road Runner annoy you? It just doesn't seem right that Wile E. Coyote should get the innards stomped/chopped/blown or battered out of him all the time. Well, this demo from Game Over changes all that. Not only is it perfectly in the Loony Tunes style, right down to view points and quality of animation, it also has Wile E getting the bird. If you see what we mean. (NBS 132)

F 15
Another early Tobias Richter animation, this time though its as down to Earth as he gets, with an F-15 swooping in from the sky to land on a runway in the middle of nowhere. (Blitterchips)

JUGGLER 2
Not content with molesting the classic Walker demo, Eric Schwartz has also defiled the ray-traced Amiga Juggler. His version features a female juggler along with the male original, who sidles up to him, winks and causes him to lose his concentration. (17-Bit)

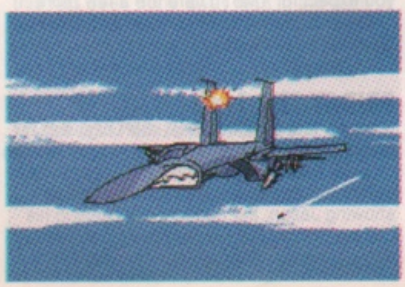
MUTTLEY AND THE BEANSTALK
Heh, heh, heh, it's Muttley, winner of medals and cartoon side-kick of Dick Dastardly, starring in a digitised cartoon put together by Dave Hollis. There's a good side and a bad side to this demo. The quality of the digitising is excellent, but it requires 3Mb to load and comes on three disks. If you have the hardware, and are a Muttley fan, this is a set of disks you must own. (17-Bit)

MAGRITTE
If you have a taste for something out of the ordinary, check this out. Magritte, if you didn't know, is a surrealist artist, whose work usually involves devices made out of facial features and bowler-hatted, over-coated businessmen placed in surreal situations. This disk takes some of his more noteable works and animates them, which produces some interesting effects. (PD Soft)

A SMALL STATION AT KHERN
The original version of this fantastic Jim Robinson animation required 2Mb to run. This version, re-worked by Man Machine has had the visuals reduced to 2x3", which means it will run on 1Mb machines. Despite its size, Khern is still a stunning animation. (NBS H6110)

ODYSSEY
Epic is the only word which can be applied to this demo. Taking up five disks, Odyssey features several different types of animation styles and music bolted together to produce a series of stunning scenes which will impress just about anyone. (17-Bit, 1574)

LEMMINGS REVENGE
Earlier in the year we featured an Eric Shwartz demo which had a rather aggressive jet-fighter blowing up innocent Lemmings in a brilliant skit on the Psygnosis puzzler. Not to be outdone, Roddy McMillan has taken this one step further. His Lemmings Revenge animation starts out exactly the same way as Eric's although this time one Lemming survives the carnage, gets into the cock-pit of a biplane and sets out to deal with the jet-plane. All good fun and very well animated. It comes on two disks and you'll need at least two meg to run it. (Virus Free)



PD ANIMATION

THE RUN

This was one of the first animations we saw from Tobias Richter. Although it's very short, the quality is excellent. It shows a Lotus chasing another high-performance car down an American freeway. The best feature is the excellent use of perspective as the cars weave in and out of traffic. (Virus Free)

Colours, by the Devils, offers a multi-coloured fractal landscape that runs at 50 frames a second.

Six years ago people would have said this wasn't possible on the Amiga. How wrong they were.

An early Tobias Richter animation.

ROBIN RELIANT TURBOCHALLENGE

Familiar with the intro sequence to Gremlin's *Lotus Challenge*? If you are you might like this. Instead of a Lotus roaring on in this mickey-take intro, a Robin Reliant putters on. Funny, in a three-wheeled kind of way. The latest update even features a game! (17-Bit)

SPEED LIMIT

If you've got a couple of meg handy you'll be able to check out this excellent animation. It resembles a cross between the Jap sci-fi cartoon, Akira, and Terminator 2, with plenty of high-speed motorbike action, as well as walls which 'morph into more bikes. Weird, dark and very, very good. (17-Bit)

COLOURS

Not all animations have to be produced in *DPaint* – Colours, from Devils, is created with fractals. What they've done is create a multi-coloured fractal landscape that moves at an incredible 50 frames every second and is amazing to look at. (17-Bit)

HOW TO RUN INTO A WALL

Being a nice sort of chap, and appreciating that not everyone has huge amounts of RAM tucked away, Eric Schwartz has produced some animations especially for 1Mb machines. How To Run Into A Wall is typical Schwartz humour which features, as if you hadn't guessed, one of his characters charging head-first into a wall. It's short, but what do you expect for 1Mb? There are a few more 1Mb productions from Eric so why not check them out? (PD Soft)

FRIDAY THE 13th

Here we find a collection of short digitised sequences taken from several Friday The 13th movies. Each one lasts only a few seconds before looping round, with the final scene showing Jason, the masked star, getting his comeuppence. (17-Bit, 1881)

OSCAR THE LEMMING

There's not much to merit technically in this animation, partly because the action takes place on a tiny display. What is does have going for it is humour. The question asked when you load it is 'where do Lemmings go when they fall off the screen?'. The answer is to the movies. Oscar, our Lemming hero, has a run in with a Lemming Darth Vader, green-haired Bill and Teds and many other notable film stars who have been Lemmingfied for this demo. (Virus Free)

SKUNKS AND HUNKS

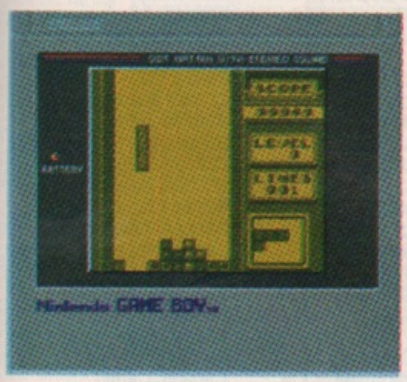
Once again Amy the Squirrel takes the lead role in an Eric Schwartz demo. This time she's done up as a skunk. Guess how she wards off the advances of the amorous woodland animals. (17-Bit, 1284)

WEIRD PD

It's time to get weird. The great thing about PD is that nobody is in it for the money. That means people are free to experiment and let their imagination run wild. You have been warned...

Clock work Orangetion, caption, caption, caption, cap

NOT everything in the PD world can be categorised, or deserves to be. Sometimes programmers take a step sideways from digitising bits of videos, or 're-mixing' Shamen tracks, to produce something a little out of the ordinary. Here are a few of those disks...



GAMEBOY SIM

You've shelled out for an Amiga. Four channel stereo sound, 4096 colours and those custom chips with the strange girly names. Time to see what it can do. Load this disk up and what do you get? A Gameboy simulator. Now you can play Gameboy *Tetris* complete with mono graphics and samples. (17-Bit)

ZX SPECTRUM SIMULATOR

Oh come on! Gameboys are one thing, but a Spectrum? Actually, if you ever owned one of these machines, you'll probably go through hell and high water to get your hands on this disk. Not only does it simulate Spectrum basic, it also comes with dozens of games such as *Manic Miner, Tir Nan Og* and *Chuckie Egg*. Time for a stroll down memory lane... (17-Bit)

WANDA FISH

Ever gone on holiday and come back to a fish bowl that resembles a septic tank with the slightly putrefied corpse of your beloved pet floating on top? Perhaps not, but here are some fish you can't kill. Boot Wanda Fish into Workbench and they'll happily form little schools and swim around in your windows. Sometimes one will get a little ambitious and journey to another window. If you're bored you can do the computer equivalent of dangling you finger in the water by making them follow the pointer. Wonderful. (17-Bit)

PEGASUS WORKBENCH HACKS

Face it, whoever designed the Workbench screen must lead a real interesting life. It's just so dull. Not for much longer though as this disk contains 60 (count 'em) completely pointless (and totally excellent) gadgets to brighten up your Workbench. How about a pair of eyes which sit in the corner and follow the progress of the pointer. Or the mouse-seeking missiles, which launch from time to time to chase the pointer around the screen. (NBS)

TETRACOPY

This disk is almost too clever to be included here. *Tetracopy* combines a useful copier with *Tetris*, so instead of fiddling about taking your mouse ball out while you're waiting for a disk to copy, you can now play *Tetris*. Isn't multi-tasking wonderful? (PD Soft)

I CHING

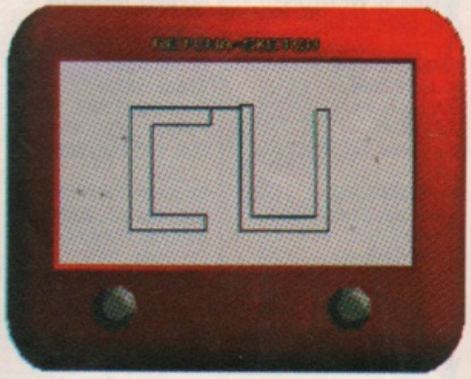
Why read your stars in newspapers when you can get your Amiga to predict the outcome of your life for you? In real life, the ancient Chinese art of I Ching involves hurling sticks around some kind soul's room then taking a reading of the pattern they fall in. All this has been done away with in the form of a random number generator on this disk, which goes to work and spouts out your destiny in only a few seconds. Marvellous. (Blitterchips)

GOLF SCORE ANALYSER

Got enough money and free time to play golf? You have?! Then why are you reading this? It's probably because you're a golf fanatic that this heading has caught your eye. Indeed, this is a disk catering for the minority who play golf, and the minority of golfers who feel it worthwhile to keep records of past performances. This program also prints out averages over several games, so you can see how well you're doing at beating that slice. (Valley PD)

RETCH-A-SKETCH

Did you ever have an Etch-A-Sketch when you were a kid? If you did, this program might appeal to you as it simulates the famous toy. If you're too young to remember it, Etch-A-Sketches where red boxes with two knobs and a silver front. By twisting the knobs lines would appear as if by magic (or as if by a magnet and iron filings). This program's so accurate that you even have to hit the fire button half-a-dozen times to shake the Retch-A-Sketch to clear your picture. (17-Bit)



An old children's favourite makes it to the Amiga.

THE CLOCKWORK ORANGE

Although the film's banned, this demo is alive and kicking. The strange choice of basing a demo on the Clockwork Orange is that of Brazzle Atkins, it features cuts from the script and digitised pictures from the film. If you can't find the video, this is the next best thing. (NBS)

WHERE TO BUY

Want to know where you can get hold of the disks you've been reading about? Here's a handy order form and a list of some of the many PD companies operating in and around the UK. After telephoming the company concerned to make sure of a disk's availability and price, just fill it in and send it off with a cheque or postal order.

While every attempt is made to ensure that the information we've printed in this guide is correct, obviously details can change. Please bear this in mind when ordering. Also, we'd like to point out that CU Amiga and Amiga Guide can in no way be held responsible for the non-fulfilment of orders by the companies listed on this page. To the best of our knowledge, all are professionally-run businesses who will endeavour to fulfil orders as speedily as possible.

PD LIBRARIES. The following companies are well-established libraries. Most of them stock a comprehensive range of disks and we've included their phone numbers so you can check the price of disks and Amiga compatibility before ordering.

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1st Floor
2/8 Market Street
Wakefield, WF1 1DH
(Tel: 0924 366982)

16/32
35 Northcore
Strood, Kent
ME2 2DM
(Tel: 0634 710788)

Alpha 2000 PD
124 Kings Cross Road
Halifax
West Yorkshire
(Tel: 0422 345409)

Amigos
14 Windsor Road
Wanstead, London
E11 3QU
(Tel: 081 989 4357)

Amiga 500+ PD 3
Dunedin Crescent
Winshill, Burton-on-Trent
Staffordshire, DE15 0EJ
(Tel: 0283 516736)

Amiganuts United
12 Hinkler Road
Thornhill
Southampton.
(Tel: not available)

Anglia PD
Anglia House
115 Ranelagh Road
Felixstowe
Suffolk, IP11 7HN
(Tel: 0394 283494)

Battle Axe PD
125 Kingswood
Thorpe Marriott
Norwich, NR8 6UW
(Tel: 0603 261060)

Blitterchips
Chiffe House
Primrose Street
Keighly, BD21 4NN
(Tel: 0535 667469)

Cooleen Computer Services, 30 Cooleen Avenue, Newtownards
Co Down, BT23 3UZ
(Tel: 0247 811091)

Crazy Joe's PD
145 Ettingham Street
Rotherham, South Yorkshire, S65 1BL
(Tel: 0709 829286)

Deja Vu,
7 Hollinbrook
Beech Hill, Wigan, Lancs
WN6 7SG
(Tel: 0942 495261)

Diskovery
108 The Avenue
Clarton, Bradford
West Yorkshire
BD14 6SJ
(Tel: 0274 880066)

Five Stars PD
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Amington
Tamworth, B77 4EL
(Tel: 0827 68496)

Fortiss PD
PO Box 2
Earl Shilton, Leicester
LE9 8LA
(Tel: 0455 850984)

Ground Zero
4 Chandes Road
Redland
Bristol, BS6 6TE
(0272 732978)

Load Crest PD
38 Eastbank Drive
Bolton
BL1 8LT
(0204 33367)

MCPD
6 Colchester Road
Prittlewell, Southend-on-sea, Essex SS2 6HP
(Tel: 0702 351941)

NBS
1Chain Lane
Newport, Isle Of Wight
PO30 5QA
(Tel: 0983 529594)

Neon Software
106 Bordesley Road
Morden, Surrey
SM4 5LT
(Tel: 081 6467751)

Orion PD
14 Ouston Close
Wardley, Gateshead
Tyne and Wear
NE10 8DZ
(Tel: 091 438 5021)

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10a Hayhill Lane
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199 Nelson Street
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NR2 4DU
(Tel: 0603 628906)

Pro Disc PD
81 Middleton Hall Road
Kings Norton, Birmingham
B30 1AG
(Tel: 021 475 8007)

South Lincs PD
10 Linden Rise
Bourne
Lincolnshire
PE10 9TD
(Tel: 0778 393470)

Surreal Software
Ballyboggan
Co Galway
Ireland
(Tel: 0103 539144501)

Strictly PD
11 York Place
Brandon Hill, Hotwells
Bristol, BS1 5UT
(Tel: 0272 250992)

Systec PD
2 Ridge Road
Letchworth, Hertfordshire
SG6 1PN
(Tel: 0462 684372)

Ultimate PD
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CF42 2QS
(Tel: 0222 617201)

Valley PD
PO Box 15
Peterlee, Co Durham
SR8 IN2
(Tel: 091 587 1195)

Virus Free PD
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- ☐ V401 **WINDOWBENCH v1.0 (2)** An excellent Workbench 2 replacement for all v1.3 users.
- ☐ V413 **WORK STATION** Not just another WB clone. It's a collection of utilities with the Workbench theme. **(2)**
- ☐ V420 **SUPERDISK (2)** Extra's v40, DMS v1.03, LHA v1.11, LHASFX v1.11.
- ☐ V420 **CURSOR BASIC COMPILER** Compiler any Amiga Basic program
- ☐ V423 **C: COMMANDS** A disk utility is filled with utilities which can be used in Startup-sequences
- ☐ V424 **ANTI FLICKER** Said to stop the flicker in High Res mode during some Amiga program operations.
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- ☐ V493 **DESKBENCH (3)** This is an excellent Workbench replacement
- ☐ V498 **THIEF SOUND RIPPER v3.0** Finds all most all tracker modules.
- ☐ V499 **STAR CHART v1.2** This is an excellent star plotting program with some interesting features.
- ☐ V515 **A64 PACKAGE v2.0 DEMO (2)** PD version of the 64 Emulator Actually runs faster that 64 Runs 64 basic
- ☐ V516 **COMPLETE A64 PACKAGE v2.0** With interface & Full Comerical software. Transfers disks from your original 64 disk drive. Now in stock for £49.99 This is a full version of the Shareware program.
- ☐ V521 **PLOTTING & GRAPHICS PLOTXY,** A powerful full featured plotting prog. **PLANS** A computer aided drafting prog. Requires ARP
- ☐ V522 **ARP V1.3 : Conman v1.3c** Makes many im-provements to Dos. Includes full developers guide.
- ☐ V523 **DICE C COMPILER (2)** Matthew Dillons full featured power- ful C compiler & environment system.
- ☐ V536 **CATALOGUE UTILITIES** A collection of utilities used to Catalog disk/ Video & Tape collections **(2)**
- ☐ V549 **ELECTROCAD v1.4** Another Updated on the cad electronics drawing/ previewer written in Amos.
- ☐ V554 **R.S.I. MUSIC MODULES (2)** Another selection of music from RSI.
- ☐ V556 **RED SECTOR HELP DISK** ...ps you use the RSI Demo Creator
- ☐ V560 **DUPLICATION & BACKUP II** A collection of copiers like Amiga Copy, Coder copy, Pcopy, Rattlecopy
- ☐ V567 **PRINTER DRIVER GENERATOR** A selection of utilities with various excellent Printer Driver Generators.
- ☐ V569 **DUNGEON MASTER MAPPER** A little tool that creates maps of dungeons & lands which can be used by a DM for use in AD&D.I
- ☐ V570 **DIRWORK v1.51,** File copier simulat io diskmaster & Sid but contains more commands to hand
- ☐ V571 **WHOM II v2.02 (2)** The Dr Who database program. Gives all info on Dr Who programs.
- ☐ V573 **FILE & HD MANAGEMENT (2) : HDCLICK v2.0,** A program selector to make Hard disk Menus. Starts with gadgets. **FILE MINDER,** Advanced Directory files & Directories.
- ☐ **DOSCONTROL,** Tool that combines the functionality of many separate tools.
- ☐ V575 **HOME BUSINESS PACK** Excellent selection of utilities based on word processing, Data Nomag environ, Spread Sheets, Accounts & Printing. **(6)**
- ☐ V582 **DB** A Database with upto 50 fields, max of about 1.2 million records.
- ☐ V584 **ICONEDITOR II v2.0,** Can create icons upto 640x200 pixels. Icons, Edit & Create any Amiga icon.
- ☐ V587 **GELIGNITE FONTS (2)** A selection of fonts for use with any DTP Package or Dpaint disks.
- ☐ V604 **PD COPY v3.0** New disk copy with some extra commands & quick copy modes built in. (1Mb)
- ☐ V605 **PRO CALC v1.0** Offers the C or Machine code programmer a 68000 or fPP calculator when is use. (1Mb)
- ☐ V606 **SAMPLE MAKER v1.0** This works specially for those who are not able to make samples with a sampler.
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- ☐ V621 **EDWORD v2.0** It is a fully featured & operational Word processor which offers all standard features & More like Powerful ones.
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- ☐ V625 **NCOMM v2.0** Contains, Punter, v1.2 & SUPERPATCH, Zoom v1.40, DMS v1.03, LHA v1.11, LHASFX v1.11.
- ☐ V627 **DPAINT FONTS No's 1-3 (3)** The latest selection Fonts for use with any IFF DTP Program.
- ☐ V635 **IBM EMULATOR v1.05** Is a CGA Colour IBM-PC Emulator written to run on any Amiga. Shareware
- ☐ V639 **RAIDBENCH PLUS v2.0** Not just an update but a completely new set of utilities & Replacement
- ☐ V640 **PAGESTREAM FONT PACK 1-2** A selection of fonts for use with Pro-pagestream DTP Package **(10)**
- ☐ V645 **LIEDIT v3.00a** Word Processor with wean modes, Online Help, A teach Mode, Split windows, cpy & paste, undo & multi undo3 levels.
- ☐ V646 **SID v2.0 FILE MANAGER** Sid can be used for various operations, The best is probable the file copier.
- ☐ V647 **WORKBENCH HACKS** A collection of Hacks that have been reviewed in CU Amiga.
- ☐ V648 **TITANICS CRUNCHER v1.0** Cruncher with help & various protect modes with added bounargees, improved
- ☐ V649 **WP & SPELL CHECKING** A Collection of utilities to help with your word processing needs. Spellchekers
- ☐ V650 **CHEQUEBOOK ACCOUNT** Will manage your bank account with easy.
- ☐ V657 **PC TASK v1.04** is a software IBM-PC Emulator. Allows you to run the majority of IBM software with no additional hardware. CGA Colour.
- ☐ V659 **COMPUTER DIAGNOSTICS v9.1** Is there a problem with your computer? Then what is it.
- ☐ V660 **HOME MANAGER** This is a great all in one address book with an inventory database & To-do list
- ☐ V661 **MODELLING : VERTEX** Allows you to edit & manipulate objects without using the X, Y & Z views.
- ☐ V662 **DCOPY v3.0 PRO** You can select the speed of the disk drive. Copy modes. Dos, Nibcopy, Ver & sofecopy. Loads of other features.
- ☐ V666 **MODELLING OBJECTS** Contains over 250 vector objects in image format. Perfect with Disk V661
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- ☐ V685 **ASTRO PRO ASTROLOGY** The best Astrology program on the Amiga by far. See Amiga Shopper
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- ☐ V688 **MAGNETIC PAGES v1.30** Shareware program that creates disk based magazines with graphics.
- ☐ V690 **WB v2.04 UTILITES (2)** This set contains the programs that should have been in WB v2.0. Can create icons upto 640x200 pixels. Icons, Edit & Create any Amiga icon.
- ☐ V692 **RACE RATER v1.6** An excellent program for people who want information about horse races.
- ☐ V696 **POST v1.7** An excellent PostScript inter-preter for the Amiga which implements the Adobe lang- uage. Requires v39+ & ConMan v1.3
- ☐ V698 **AGRAPH v2.0** Brings the world a cheap draw 3ar, Line, Area & Pie chart production/ presentation program.
- ☐ V700 **PERM CHECK (PLUS)** is designed to take the chore out of checking plans for winning lines.
- ☐ V701 **STRATA v1.0** is a landscape generating program. It allows printing of them from any angle, from any position, & with any magnification.
- ☐ V702 **EASY RAMOS FOR EASY AMOS** This is the first update for Easy Amos user's. Requires Easy A
- ☐ V703 **AMOS UPDATER DISK v1.34** This update is a major update to the software. For example, you can now directly update a version of AMOS installed on a hard-disc.
- ☐ V704 **AMOS COMPILER v1.34** Creates the second Public Domain AMOS Compiler Update.
- ☐ V705 **MED v3.21** Excellent update to the famous music program Med.
- ☐ V707 **SCALEABLE CLIP ART** This is completely new scaleable Clip pic- tures for Pro Draw **(NOW 1 DISK)**
- ☐ V710 **AREXX TUTORIAL** Includes several sample Arexx scripts & tempate progs. Allows comes free on all WB v2.04+ Workbench Disks.
- ☐ V711 **UNIX** Contains a working demo of Minix, A Unix workalike. Mline & system call compatiblade
- ☐ V712 **PROTEUS BBS** An excellent program for modern & Hard Drive used to start their own BBS
- ☐ V713 **GRAPHIC FONTS** Contains 2 clipart style fonts & 4 actual typefaces for use with WB 2.04+ & desktop publishing &/or video projects.
- ☐ V714 **24-BIT** Contains Rend24 which allows you to proof toaster generated 24-bit anims.
- ☐ V715 **THE COMPLETE BIBLE** With the entire text of the New Testament & Torah (Old Testament). 1Mb **(3)**
- ☐ V718 **SPECTRUM EMULATOR v1.4** Which is NOW!! 3 times faster. Requires a spectrum computer once. Will run most ZX disks swap from protected games copy protection so that the user can install them an HD.
- ☐ V720 **DISKPRINT v3.51** A label database which printers & stores disk labels. combined database & print utility for disks. Works fine with every printer.
- ☐ V723 **BOOT INTRO CONSTRUCT ION SET** A collection of utilities to create excellent Boot intros.
- ☐ V724 **PRINTER DRIVERS v4** This is an updated Drivers disk : Canon, LJ4, Canon Bubble-jet's & Star 9 pin.
- ☐ V727 **THE SUPER KILLERS v2.6: BOOT X v4.50,** This is the best virus killer disk to date kills over 262 virus & may be more, includes excellent killers, including **VC v6.06, Zero virus II v1.21 & VT v2.41.**
- ☐ V726 **COPPER EDITOR v2.0** Enable you to create those nice colour fads found in games like Turrican II
- ☐ V727 **THE ART OF MED 2** A another excellent select of Med tunes.
- ☐ V728 **MOBED II** This is a monochrom object Sprite Editor
- ☐ V729 **EDIT KEYS** An excellent keyboard editing program.
- ☐ V730 **ICON MANIA** An excellent selection of Icon pic Art for your WB Disk.
- ☐ V731 **AMOSBROT v1.1a** This update has even more fractal types which include Logistic Equation, Coast lines & trees see As for reviews.
- ☐ V732 **WORKBENCH v2.04+ UTILITIES 3** DCopy, Boot menu writer, F-Pic, Scenery, Huge, QED.
- ☐ V733 **SOFTWARE LISTER v1.6** This program is designed to keep a track of your Software collection.
- ☐ V734 **THE MAIN EVENT v2.0** This autoscheduler will execute programs, Load files at any given date
- ☐ V735 **MEMORY MANAGER v1.1** Select any amount of Chip / fast ram
- ☐ V736 **THE DESK TOP HARPSI-CHORD** Instrument simulator Program
- ☐ V740 **POWERBENCH v1.2** The WorkBench disks with more Power. This 2 disk set has been cruched & Opimized for maxium storage. **(2)**
- ☐ V742 **ONLINE v1.4** Program will allow you to find cheats within games.
- ☐ V743 **TERM v2.0** This is the best modem program on the Amiga.
- ☐ V745 **THE PROFESSIONAL C MANUAL v3.0** This is the largest collection of documents, examples & utilities in C for the Amiga. It consists of six manuals, with more than 40 chapters, 175 fully excutable exam- ples complete with source codes. Full instructions for C (12) Uncrunched & only ☐ (5) crunched Disks f691-F695
- ☐ V757 **AMIGADEX v1.61** Creates / converts your Amiga into a card Database system. Very well done.
- ☐ V758 **TEXTPLUS v4.0e** Another update of this excellent Word pro-cessor program now compatible with The professional typesetting prog found in the Fish collection. Crunched
- ☐ V759 **TEXT ENGINE v3.4** Updat- ed version of the Word processor with **AZSPELL** Excellent spell checker
- ☐ V760 **BOOTX v5.01** An easy to use boot, file and link virus killer. Has lots of options to detect & kill Amiga Viruses.
- ☐ V761 **A-DENE v4.18** The latest version of the popular genealogy data- base program. By Mike Simpson
- ☐ V762 **BBASE v5.5** Simple data- base will extra features like fast searching, label search, export, and best of all it's easy to use. Max 9 Fields
- ☐ V763 **GRAPHIC PRODUCTION** Utilities Collection which contains Scenery v3.0, Landscape, Landbuild v3.2, Cloud 9, Genesis demo.
- ☐ V764 **AMPP v0.9** An excellent painting package like Dpaint. Amos
- ☐ V765 **MEGALOCOLOUR v1.0** A program which transforms a B/w screen into a full colour screen (320*256,64)
- ☐ V769 **WORD POWER** is an excellent spell Checker / Database
- ☐ V770 **ACCOUNT MASTER v1.02** Excellent Amos written Account program
- ☐ V771 **RAINBOWMEN PRO v3.11** Produces coloured Rainbow patterns
- ☐ V773 **WB v2.04 WINDOWBENCH v2.0** Excellent Workbench replacement for all WB v2.04+ Rom users **(2)**
- ☐ V777 **VOICE CU** The idea is to control the CLI/Shell with your voice
- ☐ V778 **RAYSHADE v4.0** Complex Ray tracing package.2Mb **(3)**
- ☐ V782 **FORMS** Create, Edit, Draw Colour & print your own forms
- ☐ V783 **PROGRAMMING TOOLBOX** Many programs to help in your develop- ment efforts inost C but some in basic
- ☐ V784 **ARexx** Two disks which **(2)** contain Arexx programs & examples
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- ☐ V799 **ADVENCED UTILs** Serhiel & Parhiet, Connect 2 Amiga & share resour- ces via the serial / Parallel ports. Mymenu Puts menus on your Workbench screen.

GAMES

Featured Disk

- ☐ **2617 Golden Oldies 2 : Crook,** Excellent 1 or 2 player version of Frogger
- ☐ **Mouthman,** version of packMan. **Bi-Planes,** This is the most additive games we have played here 2 player only. **Trail-Blazer,** CMB 64 Classic. Squangle. **Scramble** the shoot-em across.
- ☐ **1073 TETRIS ORIGINAL** This is the closest game to the original tetris
- ☐ **1420 DTRIS** Seal 2 Player Tetris
- ☐ **1486 SOLITAIRE & SOUTAIRE ROYAL**
- ☐ **1561 TRITRIS** Tetris contains 3 player, 2 player & 3 Payer game options.
- ☐ **1735 ASTERICOS 'THE ORIGINAL'** Another old classic. Original classic
- ☐ **1747 LLAMATRON 2049 / 3001** By Jeff Minter Brilliant stuff & An excellent production. Shoot to kill
- ☐ **1749 SCRAMBLE** The Original Scramble game from Konami
- ☐ **1870 PATIENCE'S** This is the best version to date. DOMINOS, Play vs the computer or another player
- ☐ **1977 POM POM GUNNER** Shoot down the incoming world war II air planes in this Operation Wolf game
- ☐ **2018 JETMAN** Another Spectrum classic converted to the amiga. It's JetPak with all the original features.
- ☐ **2022 SEA LANCE** The first Silent Service type sub war game on PD
- ☐ **2054 ATIC ATAC** A rendition of the game from their Spectrum Version computer. Graphic Maze adventure
- ☐ **2162 BATTLE OF BRITIAN WAR** GAME 2 Strategy war games which both need loading through DF0:
- ☐ **2164 DUNGEON ON NADROJ** This is the best Dungeons & Dragons Public domain type game. Load Wb
- ☐ **2173 CARD GAMES,** Various card games tilled Cribbage, Blue Moon, King, Patience & Hearts.
- ☐ **2178 SURVIVOR** A space based adventure game within the Aliens theme. Nice colourful game.
- ☐ **2199 PARACHUTE JOUST** You are tolling down to earth. & must take the Parachute from the other player
- ☐ **2220 STRATEGIC GAMES** Eternal Rome, Lords of Hosts, In Moonshine. An Excellent collection of games.
- ☐ **2221 MIND GAMES** 21 of the best Mind games to challenge your mind not your shooting skills.
- ☐ **2224 SWORD OF THE WAR LOCK** A Barbs tales / Eye of the Behold- er adventure game packed on three disks This is Shareware **(3) 1Mb (2 Drives)**
- ☐ **2272 BLACK JACK LAB** Play Pontoon upto 7 Players. The computer plays banker. All pyplayers
- ☐ **2278 CARD SHARP** A very professionally presented selection of solitaire type card games. Excellent
- ☐ **2279 SUB ATTACK v1.0** Control the torpedoes & sink the enemy ships as they sail past. **LANDMINE.**
- ☐ **2280 DIPLOMACY** Classic strategy game loosely based on World War I. 2Mb for computer player
- ☐ **2313 REVENGE OF THE MUTANT CAMELS** By Jeff Minter The ride of a life time with mutant camels
- ☐ **2396 PETERS QUEST** This is truly an excellent platform game
- ☐ **2411 TOTAL WAR** The board game RISK as reviewed in Amiga Format. An excellent production.
- ☐ **2412 GAMES OLDIES** Qobiga, Galaxians, Space invaders, Aster- oids, Batty & Missile Command.
- ☐ **2447 AMOS CONDROP RUIT MACHINE** Excellent simulator with many features. Great fun.
- ☐ **2448 CRAZY SUE** This is another first rate platform game. You control a cute little school girl.
- ☐ **2450 SMASH TV - THE RIP OFF** Simular to the original arcade machine With neat graphics & sound
- ☐ **2480 AMOS FRUIT MACHINE II** As near as possible to the fruit machine found in Pubs & Arcades.
- ☐ **2482 DESCENDER** Is a clone of the classic arcade game Tempest complete with vectorised graphics.
- ☐ **2483 INTRUDER** is a Multi level Berserk clone which features smooth gameplay, great graphics & sound.
- ☐ **2484 CATACOMB v1.7** A graphics adventure game on a small island in the middle of the iand of EXOUSIA.
- ☐ **2485 IRON CLADS** (1Mb) Update to the excellent Strategic War Game (2)
- ☐ **2487 CLASH OF THE EMPIRES** Another excellent Strategical War Game By T.A.Sear from shoebury (2)
- ☐ **2489 COLOSSAL CAVE v1.0** is virtualy identical to the original classic
- ☐ **2490 RUMMY** Graphical card Game
- ☐ **2491 LEGEND OF LOTHIAN v1.02** is an adventure game in the style of the Ultima games.
- ☐ **2494 HUNCHBACK** This is a conversion of the old classic game.
- ☐ **2498 AMOS CRICKET** Excellent arcade cricker simulator with graphics.
- ☐ **2538 SUPER PACK MAN 92** This is the best Pack man to date with super smooth scrolling & excellent graphics.
- ☐ **2550 E-TYPE** Asteriods space adventure game. Roll around collecting new weapons.
- ☐ **2613 DUAL** A 2 player game where you control armoured tanks & rockets.
- ☐ **2617 GOLD** Four 2 player Tetris game written in Amos
- ☐ **2 player game is Head to Head**
- ☐ **2615 WAR** is a space strategy/ war game. in which you control a
- ☐ **2616 RUSHHOUR** is a game in which you control a character who's needs to cross the road. Like Frogger but with more features. kids camp
- ☐ **2620 Dr MARIO** A Strange Tetris like game where you move coloured pills down the screen. 3 in a row go's
- ☐ **2621 ETERNAL ROME** Start the roman Empire from 328C. Build fleets, armies & send them into battle.
- ☐ **2622 CLASSIC GAMES 3:**
- ☐ **Doonsy Kong** An excellent platform game in which you must rescue the girl. **Frantic Freddie & Mad Bomber**
- ☐ **2674 INTERPID** in the Artic ice you must go land on a raft. Space War game
- ☐ **2675 ADDAMS FAMILY QUIZ** They're creepy & spooky and now they're in the Amiga! Classic digitized graphics & sounds make this real crowd pleaser.
- ☐ **2676 AMI MORIA v5.4** Loads of new features like better graphics, larger dun-guns, On screen updates, overview of the dungon's map & Loads more.

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- ☐X **ATIO ENTERPRICES.** Leaves the Star station dock. NCC 1701-A. The class with original Animation.
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